

ALÍS GONZÁLEZ SAAVEDRA

Madrid, Spain · [Portfolio](#) · [Itch.io](#) · [LinkedIn](#) · alisgsaavedra@gmail.com · +34 605 82 42 25

Game Designer focused on **level**, **narrative**, and **systems** design. I'm especially interested in player flow, UI/UX, and the **iteration** process, taking a mechanic from a rough idea to something that plays well. I work comfortably across UE5 Blueprints, and Godot, and bring a structured, economics-informed approach to systems and economy design.

AREAS OF EXPERTICE

- Unreal Engine 5
- Godot
- Design Documentation
- Excel
- Level design
- Texturing (Substance Painter)
- UI Design (Wireframes and Layouts)
- Gameplay Systems
- Trello

PROFESSIONAL EXPERIENCE

Game Designer - Black Hat Studios | Unstrung

Jan 2026 - Oct 2026 | Madrid, Spain

- Designed puzzle layout and spatial progression, structuring levels to introduce or remix one mechanic at a time without hand-holding.
- Built core Blueprint systems powering gameplay mechanics, including overlap detection and an offscreen character indicator.
- Implemented an elevator system with object detection logic that halts movement when obstacles are present.
- Set up Level Sequencer triggers for cutscene moments.
- Built the full UI layer end-to-end, from wireframes and screen flow design to functional Blueprint implementation (main menu, settings, options), covering widget architecture, event binding, and navigation logic.

Game Designer - Universidade da Coruña & Council of Narón | Olis Aventura

Jan 2025 - Apr 2025 | A Coruña, Spain

- Developed the Game Design Document for a serious game aimed at civic education.
- Designed core gameplay mechanics and level layouts aligned with educational goals.
- Prototyped and tested gameplay ideas with rapid iteration based on internal feedback.
- Designed UI layouts and interface structures to support clarity for the target audience.

Game Designer - Sushi Byte | Luma

Jan 2025 - Jun 2025 | A Coruña, Spain

- Worked across multiple disciplines as Game, Level, Narrative, and System Designer on a 3D semi-open world adventure.
- Designed level layouts and pacing to support exploration-driven, semi-open world gameplay.
- Wrote narrative content and structured systems to reinforce worldbuilding and player progression.
- Textured environment assets using Substance Painter to support the game's visual identity.
- Authored full project documentation, including design and narrative materials.

EDUCATION

Postgraduate in Game Design | U-tad

2025-2026

- Trained in studio-style game production methodology, designing mechanics, narrative, and UX within multidisciplinary teams.

Bachelor's Degree in Digital Creation, Animation & Video Games | Univesidade da Coruña

2021-2025

- Built a multidisciplinary foundation across animation, rigging, lighting, materials, VFX, and game design

ADDITIONAL INFORMATION

- Languages: Spanish (Native), Galician (Native), English (Professional Proficiency, C1)