José María Del Hoyo
Game Designer

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Profile

I'm a game designer with 5+ years of experience, specializing in system and content design. My passion lies in crafting simple yet captivating systems that appeal to all types of players. I particularly enjoy story-driven and horror games.

Employment History

Ephemeral Cube - Systems and Level Designer
Jan 2023 - Present

Project Timi: Sasha's Curse - 3D Rhythmic, Action and Platformer Game

- Contributed to Project Timi's production planning, ensuring alignment with the game design direction.
- Provided feedback on previously designed levels, balancing difficulty and enhancing gameplay experience and gamefeel.
- Designed and prototyped over **30** individual systems and game features, keeping the gameplay experience fresh and fun from start to finish.
- Participated in review sessions and provided feedback to the development team to continuously improve the designed content and levels.

Ogre Pixel - Content and Systems Designer
Feb 2021 - Dec 2022

Lonesome Village - 2D Puzzle, Adventure and Social Sim Game

- Crafted the **core game loop** for Lonesome Village from the ground up.
- Designed over **100** unique missions for the game's NPC characters, including main quests, side quests, and mini-games.
- Redesigned the game overworld, filling it with mini-games and NPC events, enhancing player experience.
- Designed over **30** unique and intricate puzzles.
- Designed new game mechanics and systems for the social simulation aspect of the game from scratch.

Estación Pi - Gameplay and Level Designer
Jan 2019 - Dec 2020

G.R.E.E.N. The Life Algorithm - 2D Adventure, Platformer and Action Game

- Pitched a shift on game design direction and philosophy that ultimately led to a much better gameplay experience.
- Designed **10** metroidvania style levels with an average of **50** rooms each.
- Prototyped gameplay features tailored for level design, many of which made it into the final product. (Unity C# and Playmaker)
- Redesigned multiple enemies and bosses in the game, adding challenge, engagement and depth.
- Led discussions and collaborated on critical gameplay decisions.

Education

SAE Institute México - Bachelor's Degree in Game Design
Jan 2017 - Dec 2019

Graduated top of my class. Averaging grades above 90% (GPA 4).

Software

Unity, C#, Unreal Engine 4, Unreal Engine Blueprints, Blender 3D, Adobe Creative Suite, Affinity Suite, GitHub, GitHub Projects.

Skills

Result driven, Problem solving, Adaptability, Collaborative, Leadership, Outstanding verbal and written communication.