

About Me

I am a Video Game Designer and Producer with work experience in Graphic Design and Digital Marketing.

Always willing to learn and work on new projects; seeking to create and innovate.

I'm flexible, responsible and organized; able to work as a team and solve problems.

Languages

- Spanish Native, Costa Rica
- English C1 (IELTS)

Main Skills

Game Design Level Design UI/UX Design AGILE / SCRUM Documentation QA Testing Unreal Engine.
Microsoft Office.
Google Docs.
Google Sheets.
Hack n Plan

Contact

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Portfolio:

www.walterrojasportfolio.com

LinkedIn:

www.linkedin.com/in/waltererojas6/

Walter E. Rojas Rojas.

VIDEO GAME DESIGNER

Work Experience

MARKETING AND COMMUNICATION INTERN.

2 Awesome Studios

April 2024 - Present Day

- Marketing Specialist
- · Community Manager

GAME PRODUCER, MARKETING AND COMMUNICATION INTERN.

PlayStation Talents

April 2023 - July 2023

GAME PRODUCER AND MARKETING SPECIALIST

Smoki Tanuki Games / Voxel School November 2022 - September 2023

- **Game Producer**; SCRUM Master and team management for the Master Project Gloom Reaper.
- Marketing: Social Media Manager and graphic designer.

GAME DESIGN AND PRODUCTION INTERN Lurtis Rules

April 2021 - June 2021

Videogame Adaptation for the Tabletop game Classroom 2060.

- Game Design: Adapting game rules, events and UI to a digital enviroment for an Educational Strategy Game
- Production Assistant: Organizing and creating a planning for different departments; meeting and documentation.

GAME DESIGN AND PRODUCTION STUDENT

ESNE: Escuela de Diseño, Innovación y Tecnología

September 2018 - July 2022

Videogame Design and Development for various Student projects

Education

UNIVERSIDAD COMPLUTENSE / VOXEL SCHOOL

PlayStation Project Management, Marketing and Communication Master

October 2022 - July 2023

ESNE: ESCUELA DE DISEÑO, INNOVACIÓN Y TECNOLOGÍA

Videogame Design and Development Degree

September 2018- July 2022