



Ander Gimenez Bilbao

Game Designer

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SKILLS

- Game Design
- Level Design
- Quest/Mission Design
- 3D Modeling
- Maya
- Blender
- Animation
- Unity Game Engine
- C#
- JavaScript
- PlayMaker (Unity Plug-in)
- Adobe Photoshop
- Adobe After Effects
- Adobe Audition
- Adobe Premiere Pro
- Public Speaking

EDUCATION

Bachelor of Science, Game Design • 2017 • Full Sail University

PROJECTS

Agent Beta • January 2017 – May 2017 • Unity Game Engine

- Developed with a remote team.
- Designed as a stealth about a duo of secret agents.
- Built around the game mechanic that the player can switch between the two agents who have different abilities.
- Contributed with game design, 3D modeling, programming, and game testing.

In Search of Treasure • January 2016 – February 2016 • Unity Game Engine

- Designed to be a simple and straightforward single level game that guides the player a lot.
- Assembled with some pre-made assets and programming.
- Developed with some assets I made such as the cave, temple, landscape (not the textures), the keys, and the touches.

Panzram Island • November 2015 – December 2015 • Tabletop Simulator

- Developed with a remote team.
- Corrdinated the art for the game.
- Suggested the traitor mechanic that was used on the game.
- Assisted with game testing.
- Contributed with the art of 3 player cards and with the game design.