

José María del Hoyo

Game Developer

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Profile

I'm a Game Designer and Programmer with 7 years of professional experience. Throughout my career, I have adapted to a wide range of development areas, always gravitating toward Game Design. I consider myself a Technical Game Designer at heart, as I love bridging the gap between design and programming by prototyping and implementing my own ideas.

Employment History

Ephemeral Cube - Lead Game Designer

Jan 2023 - Present

[Project Timi: Sasha's Curse](#) - 3D Rhythmic, Action and Platformer Game

- **Mentor and lead** a small team of designers, fostering collaboration to deliver engaging player experiences.
- Worked on Project Timi's **production planning**, ensuring alignment with the game design direction.
- **Designed and implemented** over **50** individual systems, economy structures, and gameplay features using **Unreal Engine Blueprints**, keeping the gameplay experience fresh and fun from start to finish.
- Designed and oversaw the creation of **30+ rhythm-based levels**, from **conceptualization and implementation** using Unreal Engine Blueprints to the final shipped product, resulting in an engaging progression where each stage features unique mechanics.
- Designed and implemented **enemy and boss behaviors**, creating interesting encounters tailored to each level.
- **Maintained and updated core game design documentation** (GDD), effectively communicating the game's vision to cross-functional teams to ensure feature alignment.

Ogre Pixel - Gameplay and Puzzle 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 and implemented 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 other **gameplay events**, enhancing player experience during exploration sections.
- **Designed and Implemented 30+** unique and intricate Zelda-style **puzzles** using **Unity's C# scripts and Playmaker**.
- Maintained game design documents of gamplay features and systems I designed for the social sim aspect of the game.

Estación Pi - Gameplay and Level Designer

Jan 2019 - Dec 2020

[GREEN The Life Algorithm](#) - 2D Action-Adventure and Platformer Game

- Consistently **pitched and implemented improvements** to the game's design direction, driving a measurable evolution in the gameplay experience.
- Designed over **10** metroidvania-style levels with an average of **50** rooms each.
- **Designed and implemented** gameplay features tailored for level design using **Unity's C# and Playmaker**, many of which made it into the final product.
- **Designed and co-implemented** multiple **enemies and bosses** in the game, creating engaging and deep **encounters** for the player.
- **Led discussions** and collaborated on critical production 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, 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.