JUAN ANDRÉS MAYORCA

TECHNICAL GAME DESIGNER

Game Designer with 5 years of programming experience. Specialized in problem-solving, rapid prototyping, and fast iteration. I strive to maintain a holistic view of the project and collaborate effectively with cross-functional teams. Available for immediate start and open to relocation.

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LANGUAGES

- Spanish - Native
- English - C1

EDUCATION

ESAT Valencia
2023-2025
HND in Game Design
Grade: Merit

Breda University of Applied Sciences
2019- 2021
Games Programming
Uncompleted

SKILLS

- C++ y C
- C# y GDScript
- Visual Scripting (Blueprints)
- Perforce
- Unreal Engine
- Unity
- Godot
- Python y LUA

SOFT-SKILLS

- Comunication
- Problem Solving
- Teamwork
- Adaptability

HOBBIES

- Reading
- Bouldering
- Coffee Brewing
- Biking
- E-Sports
- Gaming

EXPERIENCE

Inside the Crow's Nest
Crimson Covenant
Sept 2024 - July 2025
Game Designer

Inside the Crow's Nest, is a Survival horror game with fixed camera angles, inspired by genre classics such as Resident Evil and Silent Hill.

- Developed in Unreal Engine 5.4.4 by a multidisciplinary team of 3 designers, 6 artists, and 6 programmers.
- Created technical documentation, including the Game Design Document (GDD), to effectively communicate the game design to the team.
- Designed and implemented the first playable level ("The Dungeons"), covering layout, gray-boxing, gameplay integration, and QA.
- Contributed to development planning, ensuring tasks were delivered on time and properly reported to producers.
- Collaborated with students from Berklee College of Music on the development of music and sound design, prioritizing immersive player experience.

Loopus Loopez: Paella Defender
GMTK Jam 2025
2025

Loopus Loopez: Paella Defender is an action bullet hell game 4-day game jam project developed on UE5.

- Designed gameplay, enemies, level and upgrades.
- Acted as bridge between artists programmers and musicians.
- Prototyped game mechanics and systems like explosive barrels.
- The game scored highly on the Creativity, Enjoyment, Art and Audio.

Detonation Sequence
Solo Project
2025

Detonation Sequence is a small sokoban game developed as a personal project in PuzzleScript.

- Developed puzzle design, and iterated based on feedback to improve the experience
- Managed to work around the limitations of the engine and prototyped gameplay and mechanics
- It was showcased during the April edition of Thinky Third Thursday

HateF#ck
Global Game Jam 2020
2020

HateF#ck is a small game jam project developed in Pico-8. The game won third place at the BUAS (Breda University of Applied Sciences) site in Breda, the Netherlands.
Responsibilities as Designer/Programmer:

- Implemented the projectile instantiation and collision system, along with player movement.
- Designed and implemented the "insult" system

Mielikki
Breda University Project
April 2020 - June 2020
Game Programmer

- Developed in Unreal Engine 4.26, this project was completed over 6 weeks by a team of 8 people: 2 programmers, 2 designers, and 4 artists.
- I was part of the original concept team (3 members). After the concept was approved, my responsibilities included:
- Developing the core player actions.
- Implementing a damaging zone that gradually closes in, changes color, and drains the player's health when inside.

REFERENCES AVAILABLE ON REQUEST