



ADRIÀ SERRANO LÓPEZ

GAME DESIGNER

ABOUT ME

Hi! I'm a videogame enthusiast specialized in quest design and technical design.

CONTACT ME!

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[Linkedin](#) 

[Portfolio](#)

[Github](#) 

FORMATION AND EDUCATION

- **Bachelor's degree in Videogame Design and Development** at CITM, Terrassa
- Three years experience on **Bachelor's degree in Mathematics**, UAB, Bellaterra
- **Advanced musical training** at Escola Municipal de Música, Terrassa
- Certified **B2 English** level by Cambridge, mother tongues **Spanish and Catalan**

EXPERIENCE

- Larian Studios: **Scripter in Baldur's Gate 3 & future project**. Quest design + technical design. Before that, **Playtesting Coordinator in Baldur's Gate 3**. Observer, analysis and management.
- Socialpoint: **Designer**. System, Level, Economy and Combat designer.
- Fox Arena: Roguelite game developed in the Godot Engine. Done in 3 weeks as a **single dev** project.
- Neon Looper: Design Den Game Jam (Winners). **Designer and Coder**.
- The Mandalorian, Ashes of the Empire: Star Wars inspired Bullet Hell + Roguelite, **Lead Designer**
- Croak-o-matic: GMTK 2020 Game Jam, **Level and Gameplay designer**
- NeverAlone: 2021 Gran CITM Game Jam, **Level and Gameplay designer**
- Phoebus Engine: **Own 3D Game Engine** (OpenGL)

HARD SKILLS

- 6+ years experience in **C++ / C#**
- Knowledge and experience in **Videogame development & Design** and **Player Psychology**
- **Version control tools** such as GitHub & Sourcetree
- 4 years experience with **Unity** and **own Engines**
- 2 Year experience with **Unreal Engine & Godot**
- Experience working in **Agile** environment
- Basic knowledge of **modelling tools** such as 3DS Max, Maya and Zbrush
- Game Design Study Discord Group **moderator, content creator** and **dynamizer**

HOBBIES

- Playing the harp and composing for it
- Player and DM for multiple Tabletop RPGs
- Playing everything that falls into my hands!
- Avid Magic The Gathering player
- Wargaming enthusiast