

# Claudia Martos Fito

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*Passionate game designer focused on create unique and immersive experiences for players. Specialized in game design, level design, documentation and storytelling, I strive to deliver engaging, memorable experiences with every project.*

## PROFESSIONAL EXPERIENCE

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### Drakhar Studio

Mid game designer

**Santa Cruz de Tenerife, Spain**

*March 2023–Currently*

- *My Little Pony: A Zephyr Heights Mystery* development from pre-production until final release.
- *Arico: Tales from the Abyss* QA, bugs fixing and scenes optimization.
- Worked as game, level, technical, economy, narrative & UX design in several multiplatform AA titles.
- In charge of drafting and maintaining the necessary documentation for the development of different titles; Including the GDD, GND and flowcharts.
- Design and implementation of game features for different projects using visual scripting tools.
- Development of several pitches with game proposals for new titles and sequels, achieving the signing of two agreements.
- Integration of I+D practices to improve the design department efficiency, reducing errors and lead times.

### Petoons Studio

Junior game designer

**Barcelona, Spain**

*November 2022-March 2023*

- *PJ Masks Power Heroes: Migthy Alliance* game development.
- In charge of the game design pre-production of *Monster High Skulltimate Secrets*
- Worked as game, level & cameras design in 2.5D and 3D multiplatform AA titles.
- GDD writing and maintenance.

### TLR Games

Junior game designer

**Remote, Spain**

*January 2022–July 2022*

- PC and web games development with Unity.
- Worked as game, level, narrative, combat & UX design.
- Design of the development bases for different titles, including target research and identification and definition of the main KPIs.

## EDUCATION

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### TECNOCAMPUS, UPF

Videogames design and production (bachelor's degree)

**Barcelona, Spain**

*September 2018-July 2022*

## SKILLS

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- **Technical skills:** Unity · Unreal · C# · Microsoft Suite · Sourcetree · Adobe & Autodesk package · Miro · Machinations · Confluence · Hack&Plan · Jira · GitHub
- **Competences:** Problem-solving · Proactive · Communication · Adaptability · Creativity · Documentation
- **Languages:** Native in Spanish and Catalan. Fluent in English and basic level in Portuguese.