

# EDUARDO LÓPEZ SANJUÁN

## GAME & LEVEL DESIGNER

### CONTACT

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### ABOUT ME

Game and level designer with experience in prototyping and game balance development, level creation, and development team management.

### EDUCATION

Bachelor's Degree in Interactive Products & Game Design  
U-TAD (Madrid, Spain)

(Erasmus Program - 6 months)  
Game Design Degree  
Breda's University of Applied Science  
(Breda, Netherlands)

### LANGUAGES

Spanish: Native  
English: C1  
Chinese: A1

### EXPERIENCE

#### Indie Game Dev for *Nowhere*

November 2024 - Present

- Developing an independent video game.

#### Lead Game Designer on *Toonks*

January 2023 - July 2024

- Main concept designer in Unreal Engine 5, including genre, mechanics and dynamics.
- Main designer for materials, textures, post-processing, and VFX with Niagara.
- Assisted in level design and programming in C++ and Blueprints.

#### Level Designer for a custom *Quake* map

January - May 2024

- Designed a custom map for Quake from scratch using TrenchBroom.
- Conducted extensive research on advanced level design techniques.

#### Team Lead & Game Concept Designer in university projects

- Led over 10 projects as the main designer.
- My game concepts were chosen by the faculty in every selection round for team-based prototyping.

### SKILLS

#### Engines

- Unreal Engine 4 / 5
- Unity 2D / 3D

#### Programming

- Unreal Engine Blueprints
- C++
- C#
- HTML
- CSS

#### Most used tools

- Illustrator
- Premiere Pro
- Photoshop
- Audition
- Microsoft 365
- Miro
- HacknPlan
- Trello
- Niagara (UE5)
- Perforce
- GitHub (+ LFS)
- Trenchbroom