



LEONARDO GUTIERREZ

JUNIOR GAME DESIGNER

I have been able to participate in several game jams to learn how to use video game design and development tools such as Unity 2D, Illustrator, Photoshop. I am currently taking Game Design career on platzi platform.



[LinkedIn](#)



[Phone](#)



[Email](#)



[Portfolio](#)

EXPERIENCE

**SCRUM
MASTER**
2019

Team management

I have been in charge of a small development and sales team

**GAME
JAM**
2020

War is Stupid / Game Jam

I participated in writing the GDD for the video game, it was nominated among the 10 finalists.

**EXCEL /
WORD**
2020

Document Writer

I have written documents for clients and programmers using Scrum method.

EDUCATION

Video game Testing Course

PLATZI | 2020

Knowledge of different types of tests: Online, Compliance, Usability, Play test and type documents: Bug Writing Format

Video game Creation Course

PLATZI | 2021

Knowledge in the development of basic 2d videogames using Unity, Photoshop and Illustrator

Video game design course

PLATZI | 2021

I learned how to prototype 2D characters and how to write stories for each one.

C# course for videogames

PLATZI | 2021

Master the Unity platform to create 2D videogames for PC and Mobile

SKILLS

| | |
|--------------|-----|
| English | 70% |
| Googe Sheets | 80% |
| Unity 2D | 90% |
| Illustrator | 88% |
| Photoshop | 79% |
| Drafting | 99% |
| Teamwork | 95% |

HOBBIES

Design Music Movi Song