

CONTACT

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SKILLSET

- Game Design
- Level Design
- Technical Documentation
- Blockout creation
- QA Testing & bug fixing
- Unreal Engine 4/5
- UE Blueprints, PCG, C++
- Unity (C#), LUA
- Adobe Photoshop
- Milanote, Figma, Trello, Jira
- VB.NET, Java, SQL
- Visual Studio/Code

LANGUAGES

- English - FCE & CAE
- Spanish - Native
- Catalan - Native

EDUCATION

- ◆ **Game Design Course**
CG Spectrum - (2022-2023)
Mentor: Philippe Baude
Grade: Excellence
- ◆ **Introduction to Game Design**
CG Spectrum - (2021-2022)
Mentor: Chris Swain
- ◆ **Degree in Computer Engineering**
Universitat Politècnica de Catalunya (UPC) (2005-2011)

ACHIEVEMENTS

- ◆ Project "Castle Realm" featured in the **CG Spectrum Student Showcase 2022**

SERGI MARTÍNEZ GUI TERAS

Game/Level Designer & Software Engineer

SUMMARY

Game and Level Designer with 4 years of experience working with Unreal Engine 4/5, with some experience in Unity. I have a background in software development with 10 years of experience in creating solutions for companies to automate their processes.

WORK EXPERIENCE

◆ Lead Level Designer (2025 - Present)

Unannounced project | Cherry Tree Studio
Working on an unannounced Card Exploration Game made in Unreal Engine 5

◆ Level Designer / Environment Artist (2022 - 2024)

Kristala | Astral Clocktower Studios
Kristala is a souls-like Dark Fantasy ARPG made in Unreal Engine 5

- **Created blockouts** for new zones, **dressing, detailing and testing** them to ensure proper gameplay quality. **Implemented gameplay elements** within the levels using Unreal Engine's Blueprints.
- **Actively communicated and collaborated** with other departments to achieve the game's vision and make sure no requirement was left unattended.
- **Explored and implemented new tools** to help **speed up, automate and optimize** the Level Design department's workflow. **Created technical documentation** for the tools and decisions made to keep the department up to date and synced.
- **Game testing** to provide further feedback to other departments.

◆ Game and Level Designer (2022)

Drane's Luminance | CG Spectrum
Personal project for the Game Designer Advanced Course at CG Spectrum. Drane's Luminance is a 2D-3D hybrid fantasy RPG made in Unreal Engine 5

- **Designed and implemented** initial versions of different **game mechanics** with **Blueprints**: Inventory, Quest, Combat, Farming, Crafting, Achievements.
- **Designed and created** an **introductory level** to present some of the characters, mechanics and game elements.

◆ Software Engineer (2010 - 2021)

Syntec Soluciones

- Software developer in charge of creating solutions for companies to automate their business processes. Creation of corporation websites, requirements documentation and budget estimations for potential clients/projects.

GAME JAMS

◆ Level Designer (2024)

The Librarian | Game Off 2024 (hosted by itch.io)
The Librarian is an interactive game where you possess objects to solve puzzles

- Helped in the **conceptualization** of the game's level and its posterior **creation** and **dressing up**
- **Game testing** to fix any potential bug, polish and **ensure proper gameplay**