

DESIGN PRODUCER

Game Production · Cross-Discipline Delivery · Live Service

Design-focused game producer with 10+ years of experience supporting cross-disciplinary teams in the production of complex, system-driven games. Experienced in partnering closely with design leadership to focus creative direction into structured plans, maintain visibility over progress and risks while ensuring that features move smoothly from concept to implementation.

Strong background coordinating design, art and engineering in Agile/Kanban milestone based environments, with a focus on sustainable velocity, clarity and production realism. Known for building trust through clear communication, reliable follow-through and problem solving in live and evolving projects.

CORE STRENGTHS

- Design Production & Feature Delivery
- Cross-Discipline Coordination ([Design](#) / [Art](#) / [Engineering](#))
- Milestone Planning & Risk Management
- Documentation, Visibility & Production Cadence
- External Partner & Outsourcing Coordination

SKILLS & SOFTWARE

- **Engines:** Unity3D, Unreal Engine, Galaxy Engine, Essence Engine.
- **Tools:** Familiar with modern DCC pipelines ([Houdini](#), [Blender](#), [VSCode](#), [Zbrush](#), [Substance](#), others) in production contexts.
- **Scripting:** Python, C#, Lua, HLSL.
- **Pipelines & Docs:** GWorkspace, Office Suite, Airtable, Kanban, Atlassian stack, HackNPlan.
- **Languages:** English ([Business Proficient](#)), Spanish ([Mother Tongue](#)), Mandarin Chinese ([Basic](#); early diploma).

PRODUCTION EXPERIENCE

2022 - 2025 | **LEAD PROJECT MANAGER & TECHNICAL DESIGN PRODUCER · ABLIGHT · CYNAPS ARTS**

- Partnered with design leadership to translate high-level creative direction into scoped, implementable features for engineering, improving delivery predictability & reducing overscope.
- Established and led a consistent production cadence standards, including weekly cross-discipline coordination and concise written briefs that provided clear priorities, ownership and risk visibility for our CEO and team wide organization.
- Acted as the primary liaison between design, art, and engineering, identifying blockers early and ensuring smooth feature integration across disciplines.
- Maintained documentation and production standards that aligned internal teams and external partners, reducing rework and integration friction.
- Supported content production under tight budget constraints, ensuring third-party assets met gameplay, performance, and technical requirements.
- Managed communication and requirements with our external art studio to align outsourced deliverables with project needs and production timelines.

2021 - 2023 | **LEVEL DESIGN & PRODUCTION LEAD · CANTATA · AFTERSCHOOL STUDIO**

- Led end-to-end production of the game's campaign, coordinating concept, level design, environment art, scripting, and implementation under the oversight of studio leadership.
- Partnered closely with the lead programmer to align design needs with tooling development, scheduling design production to match engineering availability.
- Coordinated and supported a small team of level designers, maintaining scope, pacing and quality across the campaign.

2020 - 2023 | SELECTED FREELANCE PRODUCTION & LEVEL DESIGN WORK • (SEVEN VOLTS STUDIO | DIVIO S.R.O)

- Supported multiple studios in level design and production roles, managing feature delivery, documentation, and cross-discipline coordination under tight deadlines.
- Oversaw asset production across internal and external contributors, balancing scope, budget, and quality.
- Built early production pipelines and documentation to support leadership alignment and investor-facing milestones.

2019 - 2020 | FREELANCE LEVEL DESIGNER & ARTIST • IRON HARVEST • KINGART GAMES

- Designed and built several multiplayer maps and pitched a variety of different biomes and environments to increase our repertoire of visual storytelling tools.
- Created design documentation to communicate spatial interactions and gameplay edge cases to Game Design and the rest of the Level Design team.

2017 - 2019 | LEVEL DESIGNER & PRODUCTION LEAD • IMMORTAL: GATES OF PYRE • SUNSPEAR GAMES

- Stepped into a design production role during a period of project instability, establishing coordination to deliver a complete campaign mission for a vertical slice funding milestone.
- Following the funding milestone, contributed to the structured production of additional maps and environments, supporting a more scalable and consistent approach to environment art, technical art, and level design.

LIVE SERVICE PRODUCTION

2014 - Ongoing | LEAD ADMINISTRATOR • BLIZZARD ENT. (Via TEAM LIQUID & ESL Gaming GmbH)

- Supported the ongoing live service of StarCraft II by coordinating with Blizzard Entertainment, TeamLiquid and ESL to source, evaluate, and integrate community-created competitive maps into official play while aligning them with live service needs.
- Acted as an external quality and standards gate, reviewing submissions for gameplay clarity, balance, performance, and technical compliance prior to internal evaluation.
- Maintained production guidelines and best practices for contributors, improving submission quality and reducing iteration overhead for internal teams.
- Provided feedback and documentation to map creators, helping raise overall quality while maintaining a sustainable cadence for a long-running live title & contributed to the stability and evolution of a player-facing live service by ensuring new content could be introduced without disrupting competitive integrity.

EDUCATION

2010 - 2013 | Physics & Astronomy (Undergraduate Studies) • Universidad de la República, Uruguay

2014 - 2016 | International Relations (Undergraduate Studies) • Universidad de la República, Uruguay

2025 | Mandarin Chinese Course 1 (Certificate) • Universidad de Chile, Chile

COMMUNITY LEADERSHIP EXPERIENCE

- Administrator and lead reviewer for a 500+ member *StarCraft II* mapmaking community, supporting creators contributing content to a long-running competitive live service.
- Established review standards, feedback frameworks, and quality criteria to ensure community output met professional-level gameplay, technical, and readability expectations.
- Led structured critique sessions and mentorship initiatives, helping contributors improve design clarity while maintaining a sustainable feedback culture and community health.
- Managed discussions, resolved conflicts, and maintained psychological well being in a high-skill, high-opinion environment, balancing openness, individual personalities with accountability and pushing for better deliveries.
- Acted as a long-term steward of contributor motivation and output, aligning community efforts with live-service needs, competitive integrity, and production realities.