

NICOLAS FORERO

GAME DESIGNER

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Passionate and enthusiastic Game Designer, dedicated to producing highly engaging and defining player experiences. I aspire to shape the industry by utilizing current trends and player-centric design philosophy to provide players with unforgettable gameplay.

PROJECTS AND EXPERIENCE

Game Developer | Teriun Games | *April 2024 - January 2025*

- **Designed and Implemented** captivating **Level Design Mechanics and Systems** aligned with the game's narrative and gameplay goals
- **Created and Maintained** comprehensive **Design Documentation** including the **Game Design Document, Level Design and Layouts**, and **Mechanic Specifications**
- **Designed and Implemented** a free-to-play **Game Economy System** following industry trends.

Unity Level Designer | IGG | *July 2020 - October 2021*

- **Designed, Developed, and Implemented** strategic level gameplay for **Lords Mobile**
- **Collaborated** with **Cross-functional Teams** to produce and refine levels and simulations, ensuring cohesive integration of story, art, and gameplay.
- **Created levels, mocks, and simulations** using **Unity3D**, adhering to project requirements and timelines

Game & Systems Designer | The Dead Cometh – Unity3D, C# | *May 2019 – August 2019*

- **Developed** Game Loop, Third Person Camera and Movement System
- **Analyzed** and **Gathered** Playtest data to inform the **QA/UX** process

Level Designer | SCRAPS – Unity3D, C# | *June 2018 – September 2018*

- **Designed and developed** a puzzle/platformer level, effectively utilizing **design constraints** to enhance **Player Experience** and **Engagement**
- **Created** level layout maps with clear **Objectives, Player Interactions**, and **Pacing**
- **Designed and Prototyped** two main level mechanics using **IPM methodologies**

TECHNICAL SKILLS

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|-----------------|-----------------|------------------|
| • Unity | • Documentation | • Trello |
| • Unreal Engine | • Perforce | • Prototyping |
| • C# | • Trello | • Microsoft Word |
| • Blueprints | • Blockout | • SCRUM |

EDUCATION

Bachelor of Science in Game Design | Full Sail University, Winter Park, FL

Valedictorian | September 2019