



# Héctor Heras

## Senior Game Designer

### CONTACT

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### LANGUAGES

**Spanish:** Native

**English:** Full professional competence

## GAMES

### EXPERIENCE

#### Senior Level Designer

Dec 2024 - Jul 2025

Saber Interactive - Turok Origins

Designed Single and coop levels from initial layout to full gameplay implementation, including blocking and gameplay flow.

#### Level Designer

Nov 2023 - Dec 2024

Tequila Works

Designed engaging open-world levels from initial layout to full gameplay implementation, including blocking and gameplay flow.

#### Game and Level Designer

Apr 2023 - Nov 2023

Galleon Studios

Design levels, prototype and script new mechanics and missions.

#### Game and Level Designer

Jan 2021 - Mar 2023

Ingame Studios - Crime Boss

Developed levels and missions using Blueprints, designed gameplay sequences, prototyped new mechanics, and created dynamic gameplay cinematics.

#### Game and Level Designer

2018 - 2021

Fractal Fall - Windfolk

Design and prototyping of new mechanics, levels, UI/UX, and Blueprint programming, coordinating cross-disciplinary teams to deliver cohesive gameplay experiences.

#### Turok Origins



#### Crime Boss - Rockay City



#### Windfolk - Sky is just the beginning



### EDUCATION

#### ● Master Game Design

2017 - 2018

Universidad de Tecnología y Arte Digital

#### ● Superior Technician in 3D Animation Games and Interactive Environments

2015 - 2017

Escuela Superior de Imagen y Sonido CES

### SKILLS

- Unreal Engine 4 & 5.
- Jira & Confluence.
- Programming in blueprint and C#.
- Knowledge in 3d programs.