





Héctor Heras

Senior Level Designer

CONTACT

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 heraswork.95@gmail.com

LANGUAGES

Spanish: Native

English: Full professional competence

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.

Level Designer and Scripter

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

GAMES

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