

Nicolás García

Technical Game Designer



Contact

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Hard Skills

- Unity
- C#
- HTML5, CSS & JavaScript
- Unreal Engine
- Nuke

Soft Skills

- Gameplay Mechanics
- Storytelling
- Storyboarding
- Project Management
- Leadership
- Adaptability

About Me

I'm a passionate technical game designer who loves combining creativity and technology to create unique, immersive gaming experiences. My focus is on designing engaging game mechanics and interactive systems that bring ideas to life. With a strong foundation in tools like Unity, I excel in solving challenges and working with others to create games that are not only technically strong, but also deeply engaging for the player.

Education

- Creative Media and Game Technologies** 2020 - Present
Saxion University of Applied Sciences
I'm currently studying Creative Media and Game Technologies, where I'm learning how to design and create interactive media and games. In my role as a designer, I collaborate with artists, engineers, and other creatives to develop projects that combine great design with cutting-edge technology. The program covers everything from game design and UI/UX to storytelling and web development, giving me skills to work on all aspects of game design and creative media.

Experience

- Enschede Lights Up & Hengelo Licht** Sep 2024 - Present
Team Leader & Game Designer
As the team leader and game designer for our clients, Enschede Promotie and Hengelo Promotie, I am leading the development of an interactive audio-visual lighting experience to be showcased during the light festivals in both cities.
- Stichting Gamelab Oost** Feb 2024 - Jul 2024
Team Leader & Technical Game Designer
During my internship at Gamelab Oost for our client GamesterInc., I led the development of *Bring Your Genius*, an interactive educational solution to conventional theory learning in fields like construction and plumbing for students in the UK.
- Monster Expositie Concordia** May 2023 - Jul 2023
Technical Game Designer
As a technical game designer for Dreamland Journey, I worked in collaboration with our client, Concordia, to create an interactive exhibition for children aged 4 to 12, translating monster drawings into immersive digital and physical experiences.