

Santiago Lara

Game Designer

Colombia

XXXXXXX, XXXXXX XXXXXX

(+57) XXX-XXXXXXX

xxxxxxx@[hotmail.com](mailto:xxxxxxx@hotmail.com)

<https://santiagolara902.wixsite.com/gameportfolio>

Profile:

Game Designer with a background in digital entertainment development and a focus on emotionally responsive gameplay. I specialize in designing mechanics and systems that support strong player experiences, from wireframes to implementation. Comfortable leading design efforts within cross-functional teams and translating creative ideas into documented, testable features using Unity, Figma, and Blender.

Job Experience:

ALTERNOVA, Colombia - *Game Designer & Interactive Software Engineer*

December 2024 – Present

- Designed new gameplay systems and interactive sequences aligned with narrative structure.
- Authored the complete Game Design Document (GDD), defining core systems, player progression, and interaction loops.
- Collaborated with cross-functional teams to ensure cohesive integration of design and technical requirements.
- Supported the release of a commercial application by optimizing code structure and improving long-term maintainability.
- Contributed to the production launch of multiple projects across VR, iOS, and Android, supporting feature polish, optimization, and final delivery.

Soluciones IES, Colombia - *Game Designer & Unity Developer*

November 2022 – November 2024

- Redesigned the interaction flow and visuals of 3 core casino games, contributing to a 15% increase in average session length.
- Led the overhaul of classic iGaming titles, introducing new mechanics that improved user engagement and boosted daily active users by 20%.

- Created a shared documentation template to organize design decisions, improving cross-team communication and standardizing feature documentation.
- Implemented the Scrum methodology in a 7-person development team, increasing task visibility and improving workflow efficiency.
- Optimized 2 key games within a team of 3 developers, reducing CPU frame times by 50% and solving a memory leak that previously caused frequent crashes.
- Authored technical and design documentation to align development with production goals and facilitate collaboration across teams.
- Collaborated with product leads to deliver tailored game versions for clients, contributing to new deployments in 5+ casino venues.

Education:

Universidad Pontificia Bolivariana, Colombia

B.Sc. in Digital Entertainment Design Engineering

January 2019 - August 2023

COURSERA - California Institute of the Arts:

Game Design: Art and Concepts Specialization

April 2024 - Present

Game Design Skills:

- UI/UX for Games
- Narrative and Emotional Design
- Agile Development & Scrum
- Game Systems Design.
- Game Design Documentation.

Technical Tools

- Unity Engine
- C#
- OOP
- Figma, Photoshop, Illustrator
- Blender
- Git

Soft Skills

- Cross-functional collaboration.
- Clear technical and design communication.
- Problem-solving under deadlines.
- Highly organized and proactive.
- Adaptable to new tools, workflows, and shifting project goals in multidisciplinary environments.

Languages:

- English
- Spanish