




# LEO HERNÁNDEZ

GAME PRODUCER AND DESIGNER

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 Madrid, Spain

## ABOUT ME

I am a video game producer with experience in **full - cycle developments**. Despite production being my main focus, I also have a broad knowledge about game design.

My goal as a producer is to build teams focusing on **communication** and the **well-being** of every member.

## LANGUAGES

SPANISH - Native

ENGLISH - Bilingual  
(C2 Certificate - Cambridge Titulation)

## SKILLS

### PRODUCTIVITY TOOLS

JIRA 

TRELLO 

HACKNPLAN 

NOTION 

### OTHER SKILLS AND TOOLS

UNITY 

UNREAL 

3D MODELING 

AUDIO EDITING 

## EXPERIENCE

August 2024 - September 2024

### QA Tester on *Myrmica*

Paranoia Studios | Madrid, Spain

- Collaborated with a new team for a short period of time, adapting quickly to workflows and contributing to improvements of the project through feedback.
- Conducted playtesting sessions to identify bugs and performance issues, documenting findings with detailed notes and screen recordings.
- Reported and tracked bugs using HacknPlan, providing clear descriptions of the issues.

January 2023 - September 2024

### Producer and Game Designer on *Blast Course*

Amiguito Studios | Madrid, Spain

- Led the production of Blast Course, managing the assignment of tasks using Jira.
- Coordinated with external collaborators, like composers or voice actors.
- Took key decisions on the prioritization of content to ensure the quality of the product, focusing on avoiding burnout and maintaining open communication.
- Represented the team in press presentations featured in outlets such as Vandal and HobbyConsolas.
- Developed and updated design documentation, wrote the script for the narrative and collaborated on level and mechanics design decisions.

February 2023 - July 2024

### Junior Designer on *Who are You, Really?*

Divertifica | Madrid, Spain

- Contributed to the overall game design, ensuring that the gameplay was aligned with the DISC test's objectives for the analysis of personalities in work environments.
- Wrote and adapted the narrative, integrating the questions from the DISC test into the game.
- Created and maintained project documentation to ensure clear communication between the team.

September 2021 - September 2022

### Content / Media Intern

Lingokids | Madrid, Spain

- Assisted the content team with tasks such as cue sheet preparation, subtitle management, and content tagging, testing and uploading.
- Worked on initiatives to improve team productivity and workflow efficiency.

## EDUCATION

September 2020 - June 2024

### Bachelors Degree in Interactive Product Design

U-Tad | Madrid, Spain

September 2016 - June 2019

### Baccalaureate in Technological Sciences

IES María Zambrano | Leganés, Madrid, Spain