

JUAN A. CALERO

Game Designer & Game Producer

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Madrid, Spain / Remote

EXPERIENCE

Game Designer & Game Producer

Tizona Games | September 2025 - Present



- Coordinated and managed both organization and workflow of a 10 people team through the creative process of a game concept from scratch.
- Proposal and evaluation of potential milestones, assessing their impact and feasibility for the project.
- Established a full 12-month roadmap plan for the game development, its marketing course and keys for the game availability on the current market.

Game Designer & Game Producer

Bola 13 Studios | January 2025 - February 2026



- Designed and iterated core gameplay loop and the core game mechanics.
- Defined gameplay progression linked to a procedural level generation system.
- Helped design 4 different weapons (melee and ranged) and 3 different enemies, as well as a combat dynamic.
- Collaborated with programming and art teams to integrate mechanics aligned with the project vision.
- Documented and communicated design decisions to ensure alignment across departments.

Game Designer & 2D UI Artist

Kumiho Esports | June 2024 - September 2024



- Full game conceptualization, core game mechanics and game loop design.
- Conducted a scope study, defining production times and personnel required for the project.
- Documented all the development in a Game Design Document.
- Designed and implemented the game's UI.

Game Designer & 2D Artist

Freelance | 2023 - Present

- Developed game concepts from scratch.
- Prototyped mechanics and core loops.
- Created 2D art for some projects such as assets, posters, banners, icons and illustrations.

PROJECT LINKS

- "Dorothy's Job": https://store.steampowered.com/app/3926730/Dorothys_Job/
- "Walking Time": <https://blurreddevs.itch.io/walking-time>
- Itch.io (Jam projects): <https://c4lipo.itch.io>
- Game Articles and Game Analysis (example): <https://www.linkedin.com/pulse/her-story-como-ejemplo-de-narrativa-lineal-en-juan-antonio-calero-noigf>

SUMMARY

Hi, I'm **Juan, Game Designer & Producer** with experience in prototyping, designing systems and coordinating multidisciplinary teams. I have worked on published projects combining gameplay mechanics design, documentation, UI, and agile production.

I'm passionate about creating meaningful player experiences and contributing creative solutions that enhance both the development process and the final game experience.

SKILLS

Hard Skills

Unreal Engine 5

Unity

Clickup

Narrative design

Twine

Prototyping

Agile/Scrum methodology

Notion

Trello

Photoshop

2D Art

Procreate

Illustrator

Soft Skills

Creativity

Great Communication

Problem Solving & Conflict Resolution

Leadership

Teamwork Experience

Analytical Thinking

Great Adaptability

Attitude and passionate

EDUCATION

Master's in Game Design

University of Technology, Arts and Design (UTAD)

Madrid, 2025

Bachelor's Degree in Video Game Design and Development

Rey Juan Carlos University (URJC)

Madrid, 2024