



Eva María Pérez Fernández

Game Designer

Game and UX/UI designer with over 5 years of experience in the video game industry. I consider myself a curious, committed, and ever-adapting designer, eager to learn and give my best in every project. I deeply enjoy bringing ideas to life by collaborating closely with multidisciplinary teams. In my free time, I develop personal game development projects and participate in game jams.

CONTACT

+34 633 31 34 63

emperezfe@gmail.com

Málaga, Spain

emperezfe.github.io

EDUCATION

MASTERS IN VIDEOGAME DESIGN

2019 - 2020

Universidad Complutense de Madrid (Madrid, Spain)

BACHELOR'S DEGREE IN VIDEOGAME DESIGN AND DEVELOPMENT

2015 - 2019

Universidad Rey Juan Carlos

SKILLS

- **Game Engines:** Unreal Engine 5, Unity, Phaser
- **2D Tools:** Photoshop, Illustrator
- **3D Tools:** 3DS Max, Blender
- **Documentation:** Google Docs, Confluence
- **Spreadsheets:** Excel, Google Sheets
- **Data Analysis:** Power BI
- **Versions control/Tickets:** Jira, Trello, Shortcut, Github

LANGUAGES

- Spanish Native
- English Bilingual - C2

EXPERIENCE

Sofatutor (April 2025 - Currently)

Game Designer

- Game design responsible for all the games in the platform.
- Designing engaging educational experiences that blend learning with fun, focusing on UX/UI flow and player motivation.
- Prototyping new features and mechanics in Unity, ensuring accessibility and intuitive design.
- UI/UX design for the overall product: menus, navigation, parent's section, etc.
- Conducting user testing and data analysis to refine usability and learning outcomes.
- Creating UX guidelines to ensure best game development practices across teams.

Tequila Works (January 2023 - March 2025)

Game Designer

- Worked on an unannounced AAA adventure project from concept to production.
- Designed mechanics, systems, and combat features.
- Prototyped systemic puzzles, mechanics, and gameplay features using Unreal Engine 5 Blueprints.
- Designed and implemented AI behaviors (enemies and NPCs) using Behavior Trees.
- Created and balanced gameplay systems using detailed spreadsheets.

Lingokids (September 2020 - December 2022)

Game Designer

- Designed over 10 educational games combining action, adventure, and puzzle elements, published in the Lingokids app.
- Prototyped gameplay using Unity (C#).
- Conducted user testing and data analysis to improve engagement and learning.

Spikatech (September 2018 - February 2019)

VR / AR Designer and developer

- Designed and developed an AR application for a museum using Unity and Vuforia.
- Worked on narrative and interface design for VR experiences.
- Created VR prototypes in Unreal Engine 4.

OTHER EXPERIENCES

Talks and academia work available at my portfolio: <https://emperezfe.github.io/>

Gamejams and personal work available at <https://theavoid itch.io/>