

Daniel Castellanos

Systems and Gameplay designer with 6+ years of experience in game design and programming and 5+ years on Live Games

EMPLOYMENT HISTORY

Bigpoint, Hamburg, Germany: *Game Designer*

October 2021 - Present

I'm in charge of contributing to the **design and monetization** of live games in order to keep them exciting and relevant for players. I also dissect feedback from the community to make suggestions to improve our products.

Gameforge, Karlsruhe, Germany: *Game Design Intern*

August 2019 - February 2020

I oversaw documentation, event planning, and management of in-game shops and assisted the QA department with regular checks of promotional text and functionality of items.

Language Line Solutions, Mérida, México: *Interpreter*

August 2016 - August 2017

I helped English-speaking companies and doctors communicate with customers or patients who only speak Spanish.

Cookies by Maru, Mérida, México: *Cook*

June 2015 - August 2015

I was part of the cooking team in which I made dough, cookies, and pastries and assisted in packaging them for retail.

EDUCATION

Cologne Game Lab, Cologne, Germany: *Bachelor of Arts in Digital Games Specialized in Game Design*

September 2017 - July 2021

The Bachelor of Arts in Digital Games is a full-time program that lasts eight semesters. Students receive general training in all three areas (art, design, and programming). From the third semester onwards, each student focuses on the specialization of their choice.

Montreal, Quebec, Canada

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[Portfolio Website](#)

SKILLS

Unity 3d

Unreal Engine

Level Design

Systems Design

Game Balancing

Monetization Design

Gameplay Design

Economy Design

Jira/Confluence

Microsoft Office

LANGUAGES

Spanish (C2)

English (C2)

French (B2)

German (B1)