

RICARDO GABRIEL CAMACHO

CONTACT

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GAME & LEVEL DESIGNER | GAME DEVELOPER

Passionate and meticulous Game Development School graduate, eager to excel as a Technical Game Designer or level designer. Bringing a unique blend of expertise in Game Design, Level Design and Gameplay Design, along with robust project management skills. Renowned for my collaborative spirit, ability to lead diverse teams, innovative problem-solving, and consistent progress tracking. Enthusiastic about driving impactful contributions to pioneering game development projects. Ready to infuse creativity and precision into any gaming endeavor.

GAME DESIGN SKILLS

- Game mechanics design
- System & economy design
- Game Design Documentation (GDD, HCD, One pager, Story / Narrative Document)
- Playtesting and feedback-based iteration (applied to game systems)
- Rapid prototyping (Unity / Unreal / Godot)
- Time management & task prioritization

LEVEL DESIGN SKILLS

- Level design (flow, pacing, environmental storytelling)
- Level editor usage & Level Assembly (Unity / Unreal / Godot)
- Level Prototyping & Blocking (greyboxing, layout planning)
- Level Design Documentation (LDD)
- Playtesting and feedback-based iteration (applied to levels)

TOOLS & SOFTWARE

- Jira
- Trello
- Git (GitHub & GitExtensions)
- Unity Engine
- Unreal Engine
- Godot
- Visual Studio (C#)
- Miro
- Blender
- Adobe Photoshop
- Microsoft Office
- Google Workspace

PERSONAL PROJECTS, PROTOTYPES & JAMS EXPERIENCE

OVERNIGHT SHIFT (PROJECT) 1 Year - 2025 (In development)
Project Manager, Game Designer, Level designer and UI/UX Programmer
[Link to the game](#)

7 VIDAS (JAM) 1 Week - 2024 (Finished)
Game designer and level designer
UADE: Otto Jam
[Link to the game](#)

RITE OF REDEMPTION (PROJECT) 3 months - 2023 (Finished)
Game Designer and Level designer
[Link to the game](#)

MEDIEVAL FOREST (PROJECT) 3 months - 2021 (Finished)
Level designer, Game Designer and Programmer
[Link to the game](#)

EDUCATION & CERTIFICATIONS

BACHELOR'S DEGREE IN VIDEO GAME DEVELOPMENT
UADE (in Course)

TECHNICAL DEGREE IN VIDEO GAME DEVELOPMENT
UADE (Finished)

GAME PRODUCER
Udemy (Finished)

PORTFOLIO

Web - [rc Web Portfolio](#)

Itch.io - [itch.io page](#)

LANGUAGES

ENGLISH Fluent

SPANISH Native