CONTACT INFO

Portfolio
https://www.juanframirezg.com/

LinkedIn
in/juan-fernando-ramirez-g

E-mail
juanfr24@hotmail.com

TOOLS

Unreal Engine 4/5

Visual scripting

Notion/HacknPlan/Jira

Unity

C#/C++

Blender

Photoshop

Office Suite

SKILLS

Gameplay design & programming

White/Black box testing

Bug documentation/Triage

Mechanics prototyping & implementation

Balancing & Optimization

Asset setup & implementation

Systems programming

Detailed documentation

Scrum/Kanban

VR development

JUAN FERNANDO RAMÍREZ
Technical Game Designer - QA Tester

Digital Entertainment Design Engineer specialized on game design and programming on Unreal Engine, willing to learn and apply innovative avenues to create meaningful game experiences.

PAST EXPERIENCE

Universidad Pontificia Bolivariana   **Professor**   **2024 - Present**

Teaching first semester students the basics of general design, design methodologies and documentation applied to games.

Freelance   **Technical Game Designer/QA Assistant**   **2023 - Present**

Aid multiple teams in the early design process, writing documentation, defining workflows, planning and prototyping core gameplay mechanics and systems, ensuring the goals of each experience are met.

Provide QA services to already existing projects.

Optimize both code and 3D Assets so multiple gameplay demos run smoothly on older/less powerful hardware.

Waygroup   **QA Tester/ Technical Game Designer**   **2021 - 2023**

Help implement new testing methodologies within the company.

Document and report over 100+ bugs

Communicate with the previous development team, participating on triage meetings and providing extra feedback/clarifications when needed.

Prototype and implement the experience's flow and mechanics in a way that respects the player's learning curve, providing an impactful learning experience that feels fun and engaging to play around with.

Collaborate with the art team to ensure the assets and environment created complement the core aspects of the experience and are properly optimized, leading to a playspace that feels real and intuitive to navigate.

Forgotten Space   **Game designer/Audio Programmer/QA**   **2020**

Design and document each enemy, obstacle and trap, detailing their behavior.

Design the game's crafting economy and game flow.

Communicate with the programming and audio teams to ensure the design goals are met.

Perform multiple testing sessions ensuring correct bug documentation and triage.

EDUCATION

Digital Entertainment Design Engineering
Universidad Pontificia Bolivariana - Medellín
2018 - 2022