



**IGNACIO SANTANA TUR**  
[www.nachosantana.com](http://www.nachosantana.com)

## ABOUT

Enthusiastic and persistent learner with a strong team work ethic inherited from a highly competitive background in basketball.

Knowledgeable in multiple game development disciplines. Versatile and able to adapt to any circumstance.

Experienced in developing engaging gaming experiences for both multiplayer and single player environments.

## CONTACT

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## TECHNICAL SKILLS

Unreal Engine    Adobe Photoshop

UE4 Blueprints    Adobe Premiere

Microsoft Office    Adobe Illustrator

3DS MAX    Audacity

## LANGUAGES



ENGLISH



SPANISH



FRENCH  
(BASIC LEVEL)



## EXPERIENCE

### GAME DESIGNER

Sumo Digital    Oct 2021- Current

Worked on an unannounced online multiplayer competitive platforming game (Game as a service).



Specialized in Character, Controls and Camera, providing modular systems which allowed fast and iterative prototyping.

Responsible for sustaining a healthy metagame by balancing, reworking and adding game features.

Layed out multiple alternative game mode ideas to ensure player engagement and variety in gameplay.

### JUNIOR GAME DESIGNER

Sumo Digital    July 2021- Oct 2022

Worked with the team responsible for "Sackboy: A Big Adventure" on 2 unannounced open-world projects.



Developed and documented innovative design ideas and systems across multiple cross-discipline teams.

Provided technical assistance, ensuring optimal game performance and encouraging efficient workflows.

### GAME TESTER

Rockstar Lincoln    Nov 2018 - July 2021



Identified bugs daily and clearly communicated to the development team the steps necessary to reproduce them.



Managed bug tracking with proprietary software by opening bugs, closing bugs after verifying they had been fixed and providing developers with additional information upon request.



Worked with both the Red Dead Online and GTA V teams efficiently dividing tasks to quickly and accurately complete build verification tests, feature sweeps, cooperative online testing and other tests/tasks.



## EDUCATION

### BA (HONS) COMPUTER GAMES DESIGN

Teesside University    Sep 2015 - June 2018



Teesside University

Bachelor's degree in Game Design where I learnt 3D modelling, 2D art, level design, conceptualization, animation and game design.

Developed 2 games in groups of up to 16 members where I had to coordinate with programmers, animators and artists. Attended meetings where we reported progress to the tutors and planned the next development objectives.