

FRANCISCO DÍAZ PLAZA

GAME DEVELOPER

+34 622635225 [✉ frandp.it@gmail.com](mailto:frandp.it@gmail.com) [📍 Spain](#) [🏠 frandzp.com](http://frandzp.com) [🌐 linkedin.com/in/frandzp/](https://www.linkedin.com/in/frandzp/)

ABOUT ME

As a Technical Game Designer, I combine an analytical and hands-on approach to develop robust game systems and immersive experiences. My philosophy is based on:

- **Design and optimization of technical systems:** Implementing mechanics and frameworks using Unreal Engine (UE4/UE5 with GAS) and Unity to ensure scalability and performance.
- **Data-driven iteration:** Leveraging data analysis and debugging tools to optimize gameplay and align mechanics with project objectives.
- **Interdisciplinary integration:** Coordinating workflows between design, art, and programming to ensure technical and aesthetic cohesion.
- **Modular and efficient development:** Creating reusable architectures that enable rapid and efficient iterations in complex projects.

EDUCATION

UCAV
Máster de Profesorado

U-Tad
Máster en Game Design

USAL
Computer Engineering Degree

AWARDS

- *Best Game Design at the PlayStation Talents*
- *Best Game Award in First UGL Jam*
- *2º Best Game Award in Amazon Gamergy*

COMPLEMENTARY EDUCATION

SantanderX Group
Explorer Program for entrepreneurs

LANGUAGES

Spanish - Native

English - Intermediate
Erasmus Program - UNIBO

SKILLS

Unreal Engine | Unity | Visual Studio

C++ | C# | Python | HTML/CSS/JS | Java | SQL

Agile | Scrum | MS Teams | Jira | Lean Startup

WORK EXPERIENCE

Technical Game Designer

Blestem | January 2024 - NOW

- Technical design with UE5
- Systems & Level Design
- UMG

Associate University Teacher

UCAvila | Aug 2024 - NOW

- Degree in Videogames Development
- Game Engine (Unreal Engine & Unity)

Associate Degree Teacher

IES Alonso de Madrigal | Nov 2022 - Jun 2024

- Cross-Platform application development
- Development of software solutions

Technical Game Designer

16 Gears (University Project) |

February 2022 - December 2022

- Technical design (UE4 with GAS)
- Combat design (AI & Animation montages)
- Level design

DevOps Engineer

Wolters Kluwer | March 2020 - September 2021

- Development and implementation of software solutions
- Software testing and refinement

Analyst Programmer – Data scientist

Recomended Games Web | Apr 2019 - Jan 2020

- Data construction and processing
- ML with Python

Systems administrator

Alternativa TIC | June - September 2018

Other **SIDE PROJECTS** in my portfolio