



# GAME DESIGNER NICOLÁS MUÑOZ

+6 YEARS OF EXPERIENCE | +20 SHIPPED TITLES | PC AND MOBILE PLATFORMS

## CONTACT INFO

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nicolasmunozv

## ACHIEVEMENTS

### Hexland Heroes

I contributed to Hexland Heroes, providing insights in level and FTUE design that helped us win multiple awards, including the Game Pitch Championship at Dreamhack 2019 and "Best Game Design" at EVA Córdoba 2019.

### Ben 10: World Rescue

I led and managed Ben 10: World Rescue, a project highly regarded by its players. It ranked among the most-played games on Cartoon Network for several years and generated millions of views through YouTube walkthroughs.

### Darwin's Yearbook

Built the core gameplay for Darwin's Yearbook, which was so well-received that the Gumball community created a dedicated wiki page, with many fans calling it the best game ever made for the IP.

## TOOLS

Unity

Configuring and implementing features

Unreal Engine 5 Blueprints

Prototyping game systems

Google Suite

Creating comprehensive documentation

Machinations.io

Simulating and balancing game economies

Figma

Creating mockups and wireframes

Miro

Developing creative processes

Construct 2

Fast-prototyping pitch proposals

Illustrator

Creating detailed assets

## LANGUAGES

Spanish

Native Proficiency

English

Professional Proficiency

## CERTIFICATIONS

UE5 Blueprints - The ultimate developer course

Udemy

Game Design Masterclass - From board to digital

Udemy

Game Writing: Storytelling through Videogame Design

Udemy

How to Build Habit Forming Products

Udemy

The Psychology of Games: Secrets of Good Game Design

Udemy

Systems Thinking

LinkedIn Learning

Game Design Foundations Vol. 1, 2 & 3

LinkedIn Learning

Unity 2023 Essential Training

LinkedIn Learning

Illustrator 2023 Essential Training

LinkedIn Learning

## ABOUT

I am a creative and curious Game Designer with over 6 years of experience across mobile and PC platforms. I specialize in **systems design, game mechanics, and creative thinking**, with a proven track of succesful projects and a high degree of experience in all stages of game development from pitch to release.

## RELEVANT EXPERIENCE

### Senior Game Designer at Kongregate

July 2022 - September 2024 | Remote

- As the Game Designer leading Live Operations for the multiplatform MMORPG game "Bit Heroes Quest," I ensured document standardization, balanced gameplay, and content creation using Figma, Google Sheets and Google Slides, with a primary focus on improving KPIs collected with Sigma.
- Collaborated closely with clients, stakeholders and third party studios to align the product vision with engaging new content and features.
- For over 2 years of live ops, **I designed and balanced +70 enemies, +50 gear pieces, +10 seasonal events and 2 new endgame content pieces** using Google Sheets and Machinations, implemented to Unity via XML configurations.

### Game Designer at Kongregate

February 2022 - June 2022 | Remote

- Joined Gamaga, a Chilean studio which aligned as the Latin American Gaming branch of Kongregate and MTG.
- Collaborated closely with the Creative Director to develop compelling features and create detailed documentation for an unannounced RTS project, significantly contributing to its vision and execution to the Alpha stage.



Clicker Caper



Bit Heroes Quest

### Game Designer at Cangrejo Ideas

January 2019 - February 2022 | Viña del Mar, Chile

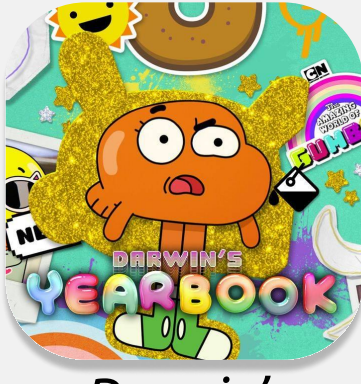
- Played a key role in the overall design of the all-time most popular games on the Cartoon Network platform, earning positive feedback from both clients and gamers.**
- Led and managed +20 multiplatform projects from concept proposal to delivery, effectively navigating constraints and scope to ensure successful outcomes.
- Designed and balanced systems for various games, establishing clear methodologies to communicate the game vision to the team and **introducing several new best practices** that improved the studios' performance to deliver high-quality products such as SCAMPER technique to craft efficient ideation processes and fast-prototyping with Construct to test the fun factor of our proposals.
- Engaged in extensive research processes to ensure the best possible approach when designing games across different genres including Idle Clickers, Management, Puzzle, Action-Platformer and Hyper Casual games.
- Collaborated closely with the engineering team designing several customized tools to improve our efficiency and scalability when implementing in-engine features and levels in several projects.



Jump City Rescue



Home Alone Survival



Darwin's Yearbook



Habbo Clicker



Lion-O's Quest

### Junior Game Designer at Niebla Games

December 2017 - June 2018 | Valparaíso, Chile

- Led a team of junior developers to create content for the game "Hexland Heroes." in Unity.
- Played a key role in making crucial decisions to enhance and streamline the gaming experience, contributing to the creation of **over 150 levels** and the improvement of the FTUE by managing user testing sessions and transforming collected feedback to design proposals using Google Docs.
- Hexland Heroes won several recognitions around the world**, the most important were:
  - Official Selection, Indie Showcase, Pax East 2018 (Boston, MA, USA)
  - Won "Best Game Design", EVA Córdoba 2019 (Córdoba, Argentina)
  - Game Pitch Championship winner, Dreamhack 2019 (Jönköping, Sweden)
  - Official Selection, Indie Showcase, White Nights 2019 (St. Petersburg, Russia)
  - Won "Best Game", Deconstruction Workshop, White Nights 2019 (St. Petersburg, Russia)



Hexland Heroes



Hextap Heroes

### Professor at Instituto Profesional ARCOS

March 2021 - December 2021 | Remote

- Encouraged freshmen and sophomore students to build knowledge on various game design topics, using diverse methodologies that emphasized applying theory to develop engaging game experiences.
- Led courses including "Introduction to Game Design," "Appreciation of Game Design," and "Script and Narrative."

### Content Creator at La Hoguera del Diseñador

November 2022 - Present | Remote

- Collaborating with other Game Designers and leading the crafting of didactic material for Game Design beginners in order to help them find the tools to start creating games.
- Instagram page with +1800 followers.

## EDUCATION

### Instituto Profesional ARCOS

Videogames Development  
2017 - 2018 | Viña del Mar, Chile

Associate's Degree in Game Design and Programming Skills

Activities and Societies:

- Programming I assistant
- Videogames Development Workshop I assistant
- Role-playing and Storytelling Lecturer
- CREATE incubator hub member