



RAFAEL DE MIGUEL GÓMEZ

SENIOR GAME DESIGNER

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My name's Rafa, a Spanish/American videogame designer who has been working in videogames for **8 years** in a variety of different design roles. However, I would describe myself primarily as a Narrative/Gameplay Designer interested both in low level moment-to-moment game mechanics and storytelling, as well as high level game progression structure design.

EXPERIENCE

Nomada Studio

SENIOR GAME DESIGNER (SOLE DESIGNER) / (2025 - 2026)

NEVA: PROLOGUE (2026 / PC & Consoles)

- Designed and prototyped all level layouts, level mechanics and puzzles
- Designed and prototyped the final boss as well as all enemy encounters
- Worked closely with the Creative Director and the art team to design and implement all story beats
- Maintained a consistent workflow of playtesting, documenting feedback as well as asking for feedback

Aheartfulogames

LEAD NARRATIVE & PROGRESSION DESIGNER / (2023 - 2025)

TEENAGE MUTANT NINJA TURTLES: MUTANTS UNLEASHED (2024 / PC & Consoles)

- Collaborated with the whole design team to develop and document the concept of the game
- Lead a flexible team of up to 3 other designers to design and implement all in-game cutscenes
- Coordinated with writer to create and integrate the story, characters and script
- Designed and partially implemented game progression mechanics and tools
- Worked closely with level design, animation and environment teams to create each game mission

NARRATIVE & GAME DESIGNER / (2021 - 2022)

DREAMWORKS DRAGONS: LEGENDS OF THE NINE REALMS (2022 / PC & Consoles)

- Collaborated with the whole design team to develop and document the concept of the game
- Designed and implemented all in-game cutscenes
- Integrated all dialogues
- Designed the audio system and worked with composer and sfx artist to integrate all sounds using FMOD
- Implemented and polished most of the game UI

GAME DESIGNER / (2020 - 2021)

DREAMWORKS SPIRIT LUCKY'S BIG ADVENTURE (2021 / PC & Consoles)

- Designed and implemented several in-game cutscenes
- Partially implemented and polished animal AI system
- Partially implemented and polished horse vault and movement systems
- Polished several game missions and set pieces

LEAD GAME DESIGNER / (2019 - 2026)

IRONSKINS (IN DEVELOPMENT)

This is a studio passion project only worked on by a handful of developers. Therefore, I have worked on all aspects of the game's design and development with a focus on the narrative structure, the game's script and mission design.



Independent Work

GAME DESIGNER & PROGRAMMER / (2018 - 2019)

PROJECT KATHARSIS (2019 / PC)

- Worked on all aspects of the game design and its documentation
- Programmed and implemented most of the systems and mechanics
- VFX Polish and character art polish

EDUCATION

B.A. in Game Design

U-TAD University (Madrid, Spain)

Leadership Training Course

ADEK Course (Madrid, Spain)

LANGUAGES

ENGLISH - NATIVE

SPANISH - NATIVE

CATALAN - B1

GERMAN - A2

JAPANESE - A2

TOOLS

GAME ENGINES

- Unity
- Unreal Engine

PROGRAMMING

- C#
- Blueprint
- JavaScript

WORKFLOW

- JIRA
- Plastic SCM / Sourcetree
- Trello / Hack N Plan

DOCUMENTATION

- Word
- Power Point
- Excel
- Flowchart Tools

ART

- Photoshop
- Illustrator
- 3D Max
- Premiere

AUDIO

- FMOD
- Audition
- Audacity