Jaime Monedero March

Award-winning game designer with honed communication skills across disciplines, strategic vision and two released games

- 3.5+ years work experience
- Won Spilprisen in 2023
- 2 releases and 3 B2B projects
- Design *and* programming skills
- MSc in Game Design from ITU
- Nordic Game Jam organizer

PERSONAL PROFILE

Experienced game designer

I have shipped two games and led three B2B game projects. I've performed many roles, from game director to gameplay programmer, which has given me a diverse toolset and deep understanding into what goes into every aspect of game dev. My software background also allows me to prototype and test game features independently.

Communication across disciplines

I strive to explain myself clearly, concisely, and always with the target audience in mind. This applies both within the team and outside of it: introducing new concepts to players and presenting information in ways that are clear, helpful, and support the game's fantasy is one of my biggest game design interests.

Strategic vision

I can delve deep into details while keeping an overview of the whole design. This allows me to understand the effect of each game design decision, especially regarding how it will integrate with the narrative and affect the player experience.

WORK EXPERIENCE

Game Designer and Project Manager, Bolverk VR Games

APRIL 2020 - FEBRUARY 2024

I directed, designed and produced the voice-controlled visual novel *Voice Attorney*, which won the Spilprisen for Best Emergent Experience in 2023.

In total, I shipped two games and took part in three B2B projects. I designed game mechanics and systems, took on roles in story writing and voice direction, and managed the development of *Voice Attorney*, *Genotype*, and three other game projects in collaboration with Meta, FRVR, CinemaTaztic and LIFE Fonden.

EDUCATION

Game Director — DADIU

AUGUST 2018 - DECEMBER 2018

I directed the development of the Android game *Heartfelt*, leading a team of 17 students from different educational backgrounds, setting goals and milestones, and adjusting the creative vision for the game throughout the process from concept to final product.

MSc in Game Design — IT University of Copenhagen

AUGUST 2017 - JUNE 2019

My studies focused on game analysis and player-oriented, play-centric game design. I designed and programmed several original ideas into final game products emphasizing prototyping, iteration and playtesting.

BSc in Computer Engineering — Universidad Autónoma de Madrid *(Spain)* and Linnaeus University *(Sweden)*

SEPTEMBER 2012 - JUNE 2017

My education focused on analyzing problems to be solved with software. In addition to software design and project management, I also developed programming skills in several languages.

I studied part of my Bachelor's degree as an ERASMUS year in Sweden, where I led a team of ten people located in two different countries as lead designer and project manager.

LANGUAGES

Spanish   Mother tongue

English   Bilingual

French   **C1** - Fluent

Japanese   **B1** - Intermediate

Danish   **C1** - Fluent

SKILLS

Programming and tools

Unity   Git

C   C#

Photoshop   GIMP

Notion

Practical skills

Game Design

Project Management

Agile Development

Team Leading

Communication

Knowledge Management

Voice Direction

CONTACT INFORMATION

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VOLUNTEERING

Organizing, Operations and Communication, Nordic Game Jam

FEBRUARY 2022 - PRESENT

I am one of the organizers for Nordic Game Jam, one of the largest game jams in the world, which allows me to give back to the Danish game dev industry and to help create environments in which new talents can develop.

My main focus is on communication, ensuring the practical information we send out is clear and useful. I also run operations, taking charge of procedures like ticket sales both before the jam and during the event.

SELECTED GAMES

Genotype, Project Manager, Game Designer & Voice Director

RELEASED OCTOBER 2023 FOR META QUEST 2, 3 & PRO

I played multiple roles in the development of *Genotype*, the chief one being project manager. Through the 18-month development, I created and maintained the systems that the team used in order to track design documentation, tasks and beta player feedback.

As game designer, I developed the game's systems at the start of the project, focusing more on level design and progression as the project developed, and concentrating on user experience, VR interaction design and information communication throughout.

I also directed the voice acting for the game's six characters, which necessitated a thorough understanding of the intended player experience at every moment of the game.

Voice Attorney, Game Director, Lead Designer & Project Manager

RELEASED MARCH 2022 FOR GOOGLE NEST HUB & NEST HUB MAX

Voice Attorney won the award for Best Emergent Experience in the 2023 edition of Spilprisen.

As the game's director and designer, I led the development of the game from concept to release, designing the whole game around Google's Natural Language Understanding technologies.

I worked closely with the story writer to structure the narrative, and I was very involved in the recording process, balancing the effect of the dialogue on the story and on the player experience.

I also managed the project, taking care of task tracking and prioritization throughout the 14-month development period, as well as handling communication with external partners.

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