Jaime Monedero March

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

- 4+ 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 lead organizer

PERSONAL PROFILE

Experienced game developer

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 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

Unreal Fellowship: Games Teaching Assistant, Epic Games

MAY 2025

I taught how to use Unreal Engine, with a focus on Blueprints and programming, to 50 selected games industry professionals, as part of an intense 4-week bootcamp course taught by Epic Games.

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 gameplay programming 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.

VOLUNTEERING

Lead Organizer, Nordic Game Jam

FEBRUARY 2022 - PRESENT

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

In addition to the leadership tasks, my secondary 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.

Board Secretary, Game Workers Guild

DECEMBER 2024 - PRESENT

I manage the organizational aspects of the organization's board, such as knowledge management, strategy planning, and meeting minutes and agendas.

LANGUAGES

Spanish   Mother tongue

English   Bilingual

French   **C1** - Fluent

Japanese   **B1** - Intermediate

Danish   **C1** - Fluent

SKILLS

Programming and tools

Unity	Unreal Engine
C	C#
Photoshop	GIMP
Notion	Git

Practical skills

Game Design

Project Management

Agile Development

Team Leading

Communication

Knowledge Management

Voice Direction

CONTACT INFORMATION

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EDUCATION

Unreal Fellowship: Games — Epic Games *(remote)*

SEPTEMBER 2024

As one of 50 hand-picked Fellows, I took part in an intense 4-week course designed to teach Unreal Engine from the ground up, and created a solo game project as a capstone achievement.

Game Director — DADIU *(Denmark)*

AUGUST 2018 - DECEMBER 2018

I directed the development of the Android game *Heartfelt*, leading a team of 17 students from different educations, setting milestones and adjusting the creative vision for the game throughout.

MSc in Game Design — IT University of Copenhagen *(Denmark)*

AUGUST 2017 - JUNE 2019

My studies focused on game analysis and player-oriented 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

I studied part of my Bachelor's degree as an ERASMUS year in Sweden. In addition to software design and project management, I also developed programming skills in several languages.

SELECTED GAMES

Genotype, Project Manager, Game Designer & Voice Director

RELEASED OCTOBER 2023 FOR META QUEST 2, 3 & PRO

I played multiple roles in *Genotype*, the chief one being project manager. I created and maintained the systems that the team used to track design documentation, tasks and beta test feedback.

As game designer, I focused on level design and progression, with an eye on VR interaction design and information communication throughout. I also directed the voice acting for the game.

Voice Attorney, Game Director, Designer & Project Manager

RELEASED MARCH 2022 FOR GOOGLE NEST HUB & NEST HUB MAX

Voice Attorney won Best Emergent Experience in Spilprisen 2023.

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 tech. I also managed the project and worked with the writer to structure the narrative.

SEE MORE PROJECTS ON MY ONLINE PORTFOLIO

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