



Jaime Monedero March

Game Designer

WORK EXPERIENCE IN FORMATIVE FRAMEWORK

Game Director, DADIU — Copenhagen (Denmark)

AUGUST 2018 - DECEMBER 2018

I directed the development of the Android game *Heartfelt* from concept to final product over 8 weeks, leading a team of 17 students from different educational backgrounds.

EDUCATION

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

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, within the frame of several of my subjects. I wrote my master's thesis on unrepeatable experiences in games, creating a framework to study, categorize and analyze them.

BSc in Computer Engineering — Universidad Autónoma de Madrid (Spain)

SEPTEMBER 2012 - JUNE 2017

My education focused on analyzing problems to be solved with software, identifying client needs, designing solutions that address those needs and leading and managing medium and large scale projects.

ERASMUS — Linnaeus University (Sweden)

SEPTEMBER 2014 - JUNE 2015

In addition to studying part of my bachelor's degree abroad, I led a team of ten people located in two different countries as project manager, as part of a joint program with the University of Groningen in the Netherlands.

WORK EXPERIENCE

Software engineer, Ánima Ventures — Madrid (Spain)

SEPTEMBER 2016 - FEBRUARY 2017

I designed and developed IT solutions to improve the performance and online presence of multiple concurrent projects.

Program coordinator, Camp Eberhart — Michigan (USA)

JUNE 2017 - AUGUST 2017

I oversaw and managed the summer camp's recreational programs; I also designed, planned and ran camp-wide games for up to 300 children at a time.

Camp counselor, Camp Eberhart — Michigan (USA)

JUNE - AUGUST SEASON, 2012 - 2016


Taking care of children aged 6-16 around the clock gave me a large experience in team leading, quick decision-making, communication with peers and an unconventional work environment.


CONTACT INFORMATION

 **Portfolio:** <https://myhairis.blue>

 **hello@myhairis.blue**

 **LinkedIn.com/in/myhairisblue**

 **(+45) 60 24 94 59**

 **Lergravsvej 40, 1. TV.
2300 Copenhagen S, Denmark**

SKILLS

Programming and tools

C	Unity
C#	Git
Java	Photoshop
Javascript	GIMP

Practical skills

Play-centric Game Design
Agile Development
Team Leading
Project Management
Knowledge Management

LANGUAGES

Spanish	Mother tongue
English	Bilingual
French	Level C1 - Fluent
Japanese	Level B1 - Basic
Swedish	Level A1 - Notions
Danish	Level B1 - Basic

**FOR A MORE DETAILED CV,
SEND ME AN EMAIL!
hello@myhairis.blue**