



Jaime Monedero March

Game Designer and Project Manager

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.

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 B2B game development projects.

EDUCATION

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.

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 unrepeatability experiences in games, creating a framework to study, categorize and analyze them.

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, identifying client needs, designing solutions that address those needs and leading and managing medium and large scale projects.

In addition to studying part of my bachelor's degree abroad, I led a team of ten people located in two different countries as lead designer and project manager, which gave me a lot of experience with internal team communication and knowledge management.

VOLUNTEERING

Organizing 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, sending out information to participants and setting up the website and FAQ to give clear and useful information to anyone interested in the event.

CONTACT INFORMATION

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

 **hello@myhairis.blue**

 **LinkedIn.com/in/myhairisblue**

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

 **2300 Copenhagen S.
Denmark**

SKILLS

Programming and tools

Unity	Git
C	C#
Photoshop	GIMP
Notion	

Practical skills

- Game Design
- Project Management
- Agile Development
- Communication
- Knowledge Management
- Voice Direction

LANGUAGES

Spanish	Mother tongue
English	Bilingual
French	Level C1 - Fluent
Japanese	Level B1 - Intermediate
Danish	Level C1 - Fluent

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