

Manuel Gorostiaga

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Portfolio: manuelgorostiaga.com

I'm a Game Designer with a technical background.

I can quickly learn and adapt to any toolset. Once I have a grasp of the project, I can also create or look for tools to solve design problems. My strong points are exploration through ideation and prototyping, scripting, and content creation (coming up with themes, names, and designs for units, special abilities, classes, etc). I am also adept at articulating logical thinking and thought processes, verbally or in writing.

Skills

| | |
|------------------|-------|
| Prototyping | ■■■■■ |
| Programming | ■■■■■ |
| Writing | ■■■■■ |
| Math & Analytics | ■■■■■ |
| Art & Sound | ■■■■■ |

Game Design Education

2021-03 - Current

Bachelor of Computer Science: Game And Interactive Media Design

Interamerican Open University - Rosario, Santa Fe, Argentina

Relevant Coursework:

- Planned the prototyping phase of an existing big-scope game. (A semester-long simulacrum based on the blockbuster game League of Legends)
- Prototyped numerous games.
- 2D/3D Design & Animation (3D Max, Adobe Suite).
- Audio Production and Integration.
- Narrative Design.

Work history

2017-10 - 2020-10

Software Developer

Ampush, San Francisco, California

- I collaborated with the team on expanding and maintaining a cloud platform.
- Took ownership of the sections of the platform I developed or updated.
- Pioneered usage of novel methods as streamlined alternatives to costly infrastructure.
- Documented technical workflows and knowledge to educate newer employees or instruct on-call developers.

Other Studies

2019-03 - 2020-06 Bachelor of Computer Science: Systems Engineering
21st Century University - Rosario, Santa Fe, Argentina

2016-03 - 2017-06 Bachelor of Computer Science: Systems Engineering
National Technological University - Rosario, Santa Fe, Argentina

Languages

- Spanish — Native/Bilingual (5 ILR)
- English — Native/Bilingual (5 ILR)