Orlando Guerrero

Game Designer/Developer/Narrative Designer

👤 Profile

Game Designer and Developer with a creative and analytical mindset for prototyping out-of-the-box user experiences.

For more than five years I have consolidated a solid theoretical framework that nurtures an interdisciplinary approach towards meaningful game interactions.

For the past four years, I have helped teams in the game industry improve their processes through QC automation, UI Engineering, and Narrative Design.

I am looking forward to bringing all the knowledge and communication skill set gained through the years to collaborate with multidisciplinary teams across the technology industry.

💼 Employment History

Games and Learning consulting. Self employed, Santiago, Chile
Jan 2025 — today

- Assisted schools in the integration of AI and Game-Based Learning into their curriculum.
- Assisted a development team improving the UX/UI design and implementation for a game-based learning simulation.
- Currently developing a game using speech to text technology.

Narrative Designer at Gala Games, Santiago, Chile
March 2024 — December 2024

- Recovered base elements of existing lore to develop a core narrative setup in a MMORPG universe.
- Created content for three bosses and nineteen maps.
- Built content development pipelines for level design implementations, covering from narrative concept to deployment in game.

Game Developer at Ubisoft / Globant, Santiago, Chile
May 2022 — March 2024

- Gained experience in C++ and visual scripting through the 'Snowdrop' proprietary game engine for UI development.
- Gained ownership of accessibility settings implementation process.
- Assisted the team through the final development process in heavy bug-fixing and agile development.

QA Automation Engineer at Giant Monkey Robot / Globant, Santiago, Chile
May 2021 — May 2022

- Heavily reduced QC process time by refining, extending, and integrating a tool for automated UI testing in Unity.

Details

Santiago, Chile, +56962090949

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Links

Linkedin

Portfolio

Skills	Level
Unity	Can perform without supervision
C#	Can perform without supervision
Git	Can perform with low supervision
C++	Perform with supervision
.Net/Sql	Perform with supervision
Collaboration	Can teach others
Unreal	Perform with supervision
Game Design	Can perform without supervision
Narrative Design	Can perform without supervision
UX Research	Can perform without supervision
QC Engineer	Can perform without supervision

Language	Level
Spanish	Native
English	Full professional proficiency

- Reduced feature development time and visibility with the integration of the UI testing automation tool into the CI/CD pipeline.
- Improved Unit and Integration test coverage of the game system by 20%.

Game Quality Control Engineer at Giant Monkey Robot, Santiago, Chile
May 2020 — April 2021

- Improved project workflow by integrating and performing the QC process into feature planning and development.
- Delivered QC daily processes through the design and implementation of test plans and smoke tests for both the platform and live operations team.

Media Theory Instructor at Pontificia Universidad Católica de Chile, Santiago, Chile
March 2017 — July 2020

- Collaborated in the creation, iteration, and implementation of a Media theory syllabus for the Literature department through the Computer Science department.
- Mentored more than 150 students through a project-based semester that ended up in an open showcase of research and digital prototypes.

Education

Ms. Computer Science, Pontificia Universidad Catolica de Chile, Santiago, Chile 🎓
March 2017 — March 2019

- Designed and developed a mobile multiplayer 2D platform game in Unity.
- Use of game design and psychological theoretical frameworks to create a system that could meet the requirement of studying collaborative problem-solving among elementary school students.
- Iterated through game systems through player-based feedback and playtests.
- Designed and developed client-side architecture
- Iterate over the Low-Level networking system implemented in Unity for multiplayer management.
- Analyze and report the overall design and implementation results through qualitative and quantitative analysis, resulting in the publishing of three different academic papers. (1, 2, 3)

Bs Hispanic Literature and Linguistics, Pontificia Universidad Catolica de Chile, Santiago, Chile
March 2010 — July 2015

Graduated with High Honors

Bs Philosophy, Pontificia Universidad Catolica de Chile, Santiago, Chile
March 2013 — December 2016

Certificate, Interactive Fiction Workshop, Greg Buchanan.
March 2024— September 2024

◀ References

References available upon request

Hobbies

Reading, playing games and music, movies, prototyping.