

# Fran Avilés

Game Designer

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## EXPERIENCE

### **Ghost Ship, Copenhagen**— *Game Designer*

SEPTEMBER 2016 - PRESENT

Deep Rock Galactic's complete development cycle.

### **Royal Danish Academy of Fine Arts, Copenhagen** — *Experimental Game Design Professor*

OCTOBER 2017 - JUNE 2018

### **Lovable Hat Cult, Copenhagen**— *Game Design Consultant*

APRIL 2017 - MAY 2017

Producing documentation for funding and establishing design goals.

### **IT-University, Copenhagen**— *Student Assistant*

OCTOBER 2016 - DECEMBER 2016

Student Assistant for the Computer Games Research group.

## EDUCATION

### **IT-University, Copenhagen** — *Master in Game Design*

2015 - 2017

### **IU Ortega y Gasset, Madrid** — *Master in Contemporary Culture*

2013 - 2014

### **University of Ottawa, Ottawa**— *Communication*

2012 - 2013

### **Université Paris - Val-de-Marne, Paris**— *Political Communication*

2011 - 2012

### **Universidad Complutense, Madrid** — *Bachelor in Journalism*

2007 - 2010

## SKILLS

Game Design

Level Design

Unreal

Unity

Scripting

User Experience

## AWARDS

**Best Student Game - Honorable Mention, IGF, 2018.**

**Emerging Talent - Winner, Ludicrous Game Festival, 2018.**

**Most Innovative Newcomer Game - Winner, PLAY Festival Hamburg, 2017.**

**Most aesthetically pleasing award, Global Game Jam of Copenhagen (Denmark), 2016.**

## LANGUAGES

English - Full proficiency

Spanish - Native

French - Full proficiency

Italian - Full proficiency