Eduardo Segovia

Technical-Narrative Game Designer

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https://edusegovia.com
Madrid, Spain

Game Designer with a technical foundation in Unity and Unreal.

I design levels, puzzles and systems with a focus on playable narrative. Additional training in screenwriting and sound allows me to contribute a comprehensive vision. Completed, documented and published projects and prototypes.

Seeking an internship at an indie studio to grow as a designer and as a team.

Key Technical Skills

Unity/C#
OOP · Classes and inheritance · Methods and events · Control structures · Variables · PlayerPrefs · Physics/Collisions · Animations · Dynamic UI/HUD · Basic AI · Terrain · Cinemachine · AudioMixer · Project management and scenes · Build

Unreal Engine/Blueprint
Functions, macros, events · AI, NavMesh, State Machine · Raycast · Inventory · UI/UX · Landscape, Automaterial and Foliage · Materials · Lighting · AudioMixer · Cinemachine · Assets

Design & Audiovisual
Photoshop · Illustrator · Blender · 3DS Max · Maya · Rhino/GH · Substance · Video editing and post-production · Sound design and Music · Recording, Mixing, Mastering · ProTools · Studio One · Sequoia · Audition · Reason · Ozone · T-Racks

Experience [personal projects]

Where's the Paradise? (prototype) — Graphic adventure about youth and music, with a humor and suspense plot. Pre-production done. MVP dev started as Final Degree Project.

Girly and the night of Zombie Lake — 3D survival game in 1 open world level, third-person, filled with zombies.

Graffo War (demo) — 3D adventure of a young woman reclaiming historical memory with graffiti. 3rd-person / driving.

Hole & Ball — 3D physics-based platformer. 4 levels and 1 ball.

The Turret Nightmare — 2D platformer with 5 types of turrets.

Welcome to Myst Mountain (demo) — 3D adventure of a designer who receives a strange mission leading to a legend. Combines Point&Click, driving, 1st and 3rd person.

Wind Tunnel — Runner-style obstacle tunnel with a spaceship.
Smart Crosshair (tutorial) — Crosshair recognizes enemies.
2WayBackdoor (test) — Adventure of 2 characters destined to meet to uncover a conspiracy.

Additional Training

Video Game Creation with Unreal Engine
Comunidad Madrid 2022 350h + 150h

Basic and advanced Blueprints, landscapes, physics, user interfaces and menus, AI, particle systems, lighting and post-processing, optimization and build.

Fiction Screenwriting
RTVE 2026 150h

Plot construction, complex character development, dialogue, narrative structures, and preparation of sales dossiers and pitch.

Virtual Production: Techniques and Pre-production RTVE 2026 150h

Integration of real-time processes with Unreal Engine, SIMULCAM, ICVFX, LED walls and workflows in film and television.

Animation: From Idea to Commercialization
RTVE 2026 150h

Animation principles, traditional and digital techniques, production pipeline, character development and animation bible.

3D Design and Modeling for Animation
RTVE 2026 150h

Modeling, rigging, lighting, rendering and compositing of 3D characters, from concept to final model.

Development of Virtual and Interactive Narratives
RTVE 2026 150h

Interactive fiction, branching narrative, VR experience design with Twine and A-Frame, design thinking methodologies.

Sound Design and Music Supervision in Audiovisual Production
RTVE 2026 150h

Soundtrack creation, sonic character design, mixing, music supervision and AI application in sound.

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Design, Multimedia & Technology

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About me

As a designer trained in technology, I analyze and build the most optimal way to achieve high-quality goals, always attentive, proactive, with both perspective and attention to detail. Full commitment and dedication are key vocational elements I prioritize in professional environments that are organized and communication-driven.

Work Experience

Digitalization Calculation Technician
Tragsatec, Grupo Tragsa, Madrid | 2023-2025

- Direct support to Coordination
- Quality control of Digitalization and Production
- Technical solutions in Scanners, Imaging and BBDD

Advanced Technician in Digital Fabrication
FabLab Universitario UNA, Paraguay | 2014 - 2021

- Co-creator of the country's first 'fablab' laboratory
- Technical manager of the FabLab
- Networking, Services and Training management
- Coordination and technical solutions in Design, Digital Fabrication, Training and Projects

Medialab Coordinator
YLAB - C.Cultural España Juan Salazar, Paraguay | 2017

- Medialab manager
- Coordination of technological-social training
- Coordination of cultural outreach programs
- Technical solutions in Design, Audiovisual and Technology

Academic Background

3D Animation, Video Games and Interactive Environments | Higher Degree

CIFP Ignacio Ellacuría, Madrid
2024 - Present

Principles & Implications of Digital Fabrication (Fab Academy - MIT) | Master

IED (Istituto Europeo di Design), Madrid
2019

Sound Technology | Technology

IPAC, Paraguay
2014 - 2017

Virtual Design | Diploma

IED (Istituto Europeo di Design), Madrid
2001 - 2004

Skills

Technical:

Design/Analog-Digital Technology (2D/3D, Fabrication), Project Management, Quality Control, R&D+i, Training

Personal:

Coordination, Networking, Communication, Creativity, Adaptability, Innovation, Self-management, Proactivity

Languages

Spanish: Native

English: C1 Level

Additional Information

- Teaching Certification (A, B, C)
- Micro-credential in Audiovisual Expertise (UAM-RTVE)
- Video Game Courses (x2)
- RTVE HAZ Courses (x6)
- Entrepreneurship Project Award
- Freelance Design and Technical Services
- Personal projects in Design, Audiovisual Arts, Interaction and Technology

- Driving license and own vehicle
- Immediate availability