

Carlos Pérez Sempere

Combat & Game Designer

[Portfolio](#) / cperezsemp@gmail.com / [LinkedIn](#)

About me:

I am a physicist with a master's degree in synchrotron radiation, but **designing games** is my passion and what I strive to spend my life doing. I consider myself **persistent, creative** and a **team worker**.

Released Titles:

Song of Nunu (TBR)	Switch, PS4/5, Xbox ONE/S/X, PC	<i>Tequila Works</i>
My Little Pony: A Maretime Bay Adventure	Switch, PS4/5, Xbox ONE/S/X, PC	<i>Melbot</i>
Hungry Dragon	Android, iOS	<i>Ubisoft</i>

Work Experience:

June 2022 - Present

Combat Designer

Song of Nunu & Unannounced Project
Tequila Works



April 2021 - March 2022

Game Designer

My Little Pony: A Maretime Bay Adventure
Melbot



May 2018 - March 2021

QA Dev Tester

Hungry Dragon
Ubisoft Barcelona Mobile



Education:

2011 - 2012

Master's degree in Synchrotron radiation and particle accelerators

Autonomous University of Barcelona
Barcelona, Spain

2006 - 2011

Bachelor's degree in Physics

Autonomous University of Barcelona
Barcelona, Spain

Publications:

[¡Alabado sea el sol! Hidetaka Miyazaki y las claves del diseño Souls](#).
Héroes de Papel, 2021.

Software/IT:

I have **working proficiency** with:

UE 5.0, Unity, Perforce, Sourcetree, Confluence, JIRA, Trello and Miro.

I have **user/good proficiency** with:

MS Office Package, Adobe Photoshop and Adobe Premiere.

I develop my own **prototypes** using:

Blueprints and **C#/MS Visual Studio**.

Languages:

Spanish - Mother tongue

English - Working proficiency