



Christian Hurtado

Date of birth: 23/10/1998 | Place of birth: Barcelona, Spain | Nationality: Spanish |
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(Home)

About me

I'm Christian, a game designer from Spain with over four years of professional experience. I hold two degrees that provided me with a broad foundation across multiple disciplines, with a strong focus on design.

Work experience

Lead Designer | **Poison Pill Games** | 01/03/2022 - 23/09/2025 | Barcelona, Spain

- Led the design area of the project.
- Worked closely with programmers, artists, and other disciplines.
- Coordinated features and workflows within a small development team.
- Supported testing and improvement of the game during production.

Business or sector Arts, entertainment and recreation | **Department:** Game Design | **Website:** <https://poisonpillgames.com> | **Link:** https://akinoego23.github.io/Portfolio_ChristianHurtado

Designer | **One Way Games** | 20/01/2021 - 15/07/2021 | Barcelona, Spain

- Assisted the lead designer with feature planning and documentation.
- Helped develop gameplay ideas, UX flows, and balance updates.
- Collaborated with programming and art to implement small tasks.

Business or sector Arts, entertainment and recreation | **Department:** Game Design

Education & Training

Degree in Game Design | **SAE Institute Barcelona** | 09/09/2019 - 24/06/2022 | Barcelona, Spain

- Game design methods for core loops, levels, and systems.
- Basics of programming and prototyping for gameplay.
- UX and interface principles applied to interactive media.
- Team production practices used in the video game industry.

Field of study Software and applications development and analysis , Computer use , Information and communication technologies not elsewhere classified | **Level in EQF** 6

Degree in Interactive Digital Content | **ENTI - Universitat de Barcelona** | 11/09/2017 - 21/06/2019 | Barcelona, Spain

- Foundations of game design, interactive systems, and user experience.
- 3D art principles including modeling, texturing, and basic animation.
- Programming fundamentals for gameplay and tool creation.
- Multidisciplinary production workflows for digital content development.

Field of study Software and applications development and analysis , Information and communication technologies not elsewhere classified , Computer use | **Level in EQF** 6

Skills

use technical documentation | provide technical documentation | create concept of digital game | Unity (digital game creation systems) | C# | Adobe Photoshop | office software | ICT project management methodologies |

SoftSkills(Git, Github) | formulate game rules | video-games functionalities | develop software prototype | work with pre-production team | game development | apply gaming psychology | quality assurance methodologies

Language Skills

Mother tongue(s): **Spanish** | **Catalan**

| | Understanding | | Speaking | | Writing |
|----------------|---------------|---------|-------------------|--------------------|---------|
| | Listening | Reading | Spoken production | Spoken interaction | |
| English | C1 | C1 | B2 | C1 | C1 |
| French | B1 | B1 | A1 | A2 | A2 |