

Professional Experience

Game Designer, *Paradox Interactive*
2022 – Present | Malmö, Sweden

Content Designer (aka. Narrative Designer), *Paradox Interactive*
2021 – 2022 | Malmö, Sweden

Releases & Projects

Crusader Kings 3: Legacy of Persia, *Game Designer*
For the production of Legacy of Persia, I was the feature owner of the main premium feature for the release. Responsibilities included everything from the design, to the documentation, the team objective coordination, and implementation.

Crusader Kings 3: Fate of Iberia, *Content Designer*
As a Content Designer, I designed and implemented narrative content for the release of Fate of Iberia, including many fan-favourite events that brought local flavour to this DLC. (Trailer) [↗](#)

Project Concrete, *Graduation Project at Vancouver Film School*
Designer of a virtual-reality game where you interact with other characters through in-game voice recognition. (Trailer) [↗](#)

Skills

Gameplay & Systems Design

Designing intricate systems and coming up with simple solutions to difficult problems is what I do best. I have previous experience designing core features and systems for various projects. Emergent gameplay and player agency are my bread and butter.

Toolset Adaptability

I have expertise working with a wide range of tools. From engines such as Unity, Clausewitz, Unreal, Game Maker, Godot, AGFPRO3, AppGameKit, RPGMaker, GameGuru, and TyranoBuilder; to individual programs such as Photoshop, Audacity, Typora and many others. I am highly versatile, quick on the uptake, and eager to learn.

Narrative Design

Author of much fan-favourite content, I have experience writing narratives (linear, branching, and systemic) that are engaging, fulfilling, and highly replayable. Also, I like writing documentation.

High-Level Programming & Scripting

Though my forté is design, I have experience with high level programming languages such as C#, Python, Lua, and many scripting languages (such as ParadoxScript and Unreal Blueprints).

Hugo Cortell Ibáñez

AAA Game Designer



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Education

Vancouver Film School (VFS),
Advanced Production Program on Game Design

Languages

English 

Spanish 

Catalan 

Japanese 

Interests

- Game Modifications
- Mechanical Design
- Law & Philosophy
- Machine Learning