

## Professional Experience

### **Game Designer**, *Paradox Interactive*

2022 – Present | Malmö, Sweden

As a designer, I design and implement new content and systems for upcoming releases, maintain and improve documentation, and communicate with stakeholders. I've worked on many different undisclosed projects and designed core features for some.

### **Content Designer**, *Paradox Interactive*

2021 – 2022 | Malmö, Sweden

While working as a Content Designer, I wrote events and other forms of content for the release of Fate of Iberia. Upon release, it became our most critically acclaimed premium DLC. (Trailer) [↗](#)

## Projects

### **Project Concrete**, *Graduation Project at Vancouver Film School*

A virtual-reality game where you interact with other characters through in-game voice recognition. (Trailer) [↗](#)

### **Previous Projects**, *New York University and Personal Projects*

I have also worked on many other smaller projects, such as a side-scroller shooter (NYU), a tank combat game, many first-person shooters, another VR game, and machine learning experiments.

## Skills

### **Gameplay & Systems Design**

Designing intricate systems and coming up with 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 many fan-favourite events for Fate of Iberia, 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 forte 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	<div></div>
Spanish	<div></div>
Catalan	<div></div>
Japanese	<div></div>

## Interests

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