

Contact Info:

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Granada, Spain
(Open to Remote)

Technical Skills

- **Languages:** Python, SQL, R, Java, C++, C#
- **Data & Tools:** Unity, Unreal, NumPy, Matplotlib, Jupyter, RStudio (ggplot2), JSON, Git, LaTeX.
- **Core:** Statistical Analysis, Probability, Data Visualization, Object-Oriented Programming (OOP), Game Economy Balancing, Mechanics & Loops Optimization.

Soft Skills

Logical & Structured Thinking

Analytical Problem Solving

Abstract Thinking & Reasoning

Data-Driven Decision Making

Technical Communication

Languages

Spanish (Native)

English (C1 - Advanced)

Arturo Cáceres

GAME DESIGNER

Summary

Mathematician and **Computer Engineer** with an MA in **Game Design**. Specialized in gameplay architecture, systemic logic, and rapid prototyping. Passionate about modeling complex game mechanics, balancing **core loops**, and writing clean, scalable code to transform design concepts into fluid player experiences.

Experience

Software Dev Intern | Oniroid Studio | Mar 2026 – Present

- Sole developer leading the implementation of a mobile title in Unity, fully responsible for gameplay systems and architecture.

Lead Game Designer & Producer | Ludus Fatidicus (Tabletop) | Mar 2026 – Present

- Successfully crowdfunded and managed the complete production, loop balancing, and logistics pipeline.

IT & Deployment Intern | CITIC - University of Granada | Dec 2025 – Mar 2026

- Managing the deployment and configuration of software applications and handling system infrastructure in a research environment.

Mycelium Heaven | Solo Developer & System Designer | 2023 – 2025

- Designed, programmed, and balanced core gameplay and progression systems for a complete indie project.

Game Jams & Experimental Prototyping | Designer / Programmer | 2020 – Present

- Developed over 20 experimental projects published on itch.io, focusing on rapid prototyping, system mechanics, and player loops.
- Awarded Best Creativity & Innovation for the featured project Echar de menos.

Education

Dual BSc in Computer Engineering & Mathematics

University of Granada (UGR) | 2020 – 2025

- **Focus:** Inferential Statistics, Probability, Multivariate Analysis, Abstract Algebra, Topology, and AI.

MA in Game Design

ESADA (Granada) | 2025 – 2026