



PROFILE

I am a spanish and northamerican game designer, passionate about my work and with great future expectations.

I love videogames. From a young age I was curious to know how every possibility of a game could fit within a disk. Ever since, I've wanted to make games.

In my spare time I sometimes prototype ideas I have, challenging myself to realize them on my own, and improve myself.

HOBBIES

Drawing
Playing instruments and composing
Reading and writing
Gaming

CONTACT

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Alejandro Bermúdez Albarrán

Game Designer, Video Game QA Tester

EDUCATION

U-Tad (Universidad de Tecnología y arte digital)

September 2016 - June 2020

Interactive Products Design

WORK EXPERIENCE

2K Games Madrid

16/11/2022 - Present

QA Tester on *LEGO 2K Drive*

28/09/2022 - 16/11/2022

QA Tester on *PGA Tour 2K23* (uncredited)

20/06/2022 - 28/09/2022

QA Tester on *NBA2K23*

Whispfire Studio

20/12/2021 - Present

Sole Developer on *Project: Fallen* (unannounced)

2/12/2020 - 17/5/2021

Sole Developer on *The Hunter's Guild* (vertical slice)

1/11/2018 - 3/4/2019

Sole Developer on *Whispfire's Space Run*

Geosphere Games

1/10/2019 - 25/5/2020

Game Designer, Level Designer, Lead Artist on *Not Their Will*

LANGUAGES

English: Native | Spanish: Native

APTITUDES

Unity3D Engine / Unreal Engine 4 and 5

Adobe Photoshop / GIMP

Adobe Audition / Audacity

Blender

C# / Javascript / CSS / HTML

Helix ALM / Jira Software