

Lautaro Gomez

Highly motivated Game Designer and Level Designer seeking a full-time job where I can demonstrate my creativity and knowledge to develop games of different genres. With a sharp eye for quality and many years of experience designing games, I am proficient with Unity and Unreal 5.



Las Heras, Mendoza, Argentina
gomez17.lautaro@gmail.com

Skills

- Unity
- Unreal Engine 5
- Godot
- Github
- Microsoft Office, Google Docs & Sheets
- Miro
- Notion & Confluence
- Slack
- Jira & Asana
- Communication
- Creative thinking
- Problem-solving
- Leadership

Languages

Spanish - Native
English - C1 (certified)

Experiences

Lead Game Designer & System Designer — *Boby Studios*

November 2024 - Present / Argentina

- **Created** the core game loop and how it will evolve throughout the game.
- **Designed** and core game mechanics and their ramification within the game.
- **Coordinated** and **communicated** with other team leads to align development goals.
- **Assinged** tasks to other designers and tracked their progress until completion.
- **Created** UI mockups for different features that were later polished by the UX team.

Lead Game Designer & Level Designer — *Startreming Games*

First period

September 2023 - March 2024 / Argentina

- **Managed** a full development team, **leading** art, programming, and

sound teams, overseeing nearly all aspects of the project.

- **Designed** new puzzle mechanics, enemy behaviors, and boss fights to deliver a challenging and rewarding experience.
- **Sketched, designed, and implemented** diverse levels based on themes and player challenges.

Second period

September 2024 - Present / Argentina

- **Designed** a wide variety of mechanics, ranging from small features to large-scale systems, significantly expanding gameplay depth.
- **Designed** open ended maps with exploration, incorporating optional content and side activities.
- **Designed** levels inspired by real-world locations, focusing on authenticity and environmental realism.

Level Designer — *Whiteboard Games*

November 2023 - June 2025 / Argentina

- **Created** engaging environments with diverse, compelling and interconnected traversal paths.
- **Defined** the visual identity and atmosphere of distinct areas to enhance immersion.
- **Designed** puzzles and combat encounters to diversify and enrich the player experience.
- **Integrated** contextual elements and situations to add depth and environmental storytelling to the game world.
- **Planned and developed** the overarching world and map structure, fostering interconnectivity between zones.

Game Designer — *Finfin Play*

January 2025 - May 2025 / Argentina

- **Developed** core mechanics, multiplayer systems, game modes, progression systems, and customization features, ensuring scalability and long-term engagement.
- **Established** core design principles and rules for layered map creation, and **delivered** a new in-game map that expanded gameplay variety and replayability
- **Designed** many UI interfaces that were later improved by the UX team.
- **Engineered** bot behaviors and IA to enhance player experience and overall immersion.
- **Optimized and expanded** the existing gacha system, making it more compelling for players and significantly improving long-term retention.

Game Designer & Level Designer — *Southwave Games*

April 2024 - August 2024 / Argentina

- **Designed** new mechanics and enemies to enrich existing puzzles

and create more engaging challenges.

- **Implemented** new mechanics and enemies into levels, **built** fresh puzzles with a compelling difficulty progression.
- **Designed** and **implemented** narrative sections with cutscenes and dialogues.
- **Conducted** playtests on self-designed levels to fine-tune balance, difficulty, and progression curve.

Game Designer & Level Designer — *Cinnamon Matcha*

August 2021 - June 2023 / Argentina

- **Designed** unique mechanics tailored to each level, enhancing gameplay variety and player engagement.
- **Designed** environments and **assembled** them into fully playable levels, ensuring cohesion and immersion.
- **Refined** levels based on feedback, improving balance, pacing, and overall player experience.

Education

Universidad de Mendoza, Mendoza, Argentina — Associate's degree in Video Game programming.

March 2021 - November 2024

Departamento de Aplicación Docente (D.A.D.), Mendoza, Argentina — High School diploma specialized in languages

2012 - 2016

Projects

Unannounced Project — *Lead Game Designer*

Game currently in development at Bobby Studios. TBA.

Fashion League — *Game Designer*

Free to play mobile game currently in development at Finfin Play.

https://play.google.com/store/apps/details?id=com.fimfinplay.fashionleague&hl=es_AR

Catwave95 — *Lead Game Designer / Lead Level Designer*

Single player music puzzle game currently in development at Southwave Games. TBA.

https://store.steampowered.com/app/2198540/CATWAVE95/?curator_clanid=4777282

Tempus Vitae — *Level Designer*

Game currently being developed at Whiteboard Games. TBA.

Unannounced Horror Game— *Lead Game Designer / Lead Level Designer*

Horror game currently in development at Startreming Games. TBA.

Master of Earth — *Lead Game Designer / Lead Level Designer*

Single player puzzle game developed at Startreming Games. TBA.

[https://store.steampowered.com/app/954310/Master Of Earth/?l=latam](https://store.steampowered.com/app/954310/Master_Of_Earth/?l=latam)

Goodbye Dr. Sanchez— *Game Designer / Level Designer*

Coop horror game developed while working at Cinnamon Matcha.

Published on Steam.

[https://store.steampowered.com/app/1456000/Goodbye Dr Sanchez/](https://store.steampowered.com/app/1456000/Goodbye_Dr_Sanchez/)

Resting Place — *Solo Developer*

Short horror game created to put my knowledge to the test as well as getting to know the Unity Engine better. Uploaded to itch.io in 2022.

<https://willson1747.itch.io/resting-place>