



GONZALO GONZÁLEZ VENTURA

Game & Technical Designer · Applied AI

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PROFILE

Technical designer with a background in programming (C#, C++ and scripting languages) and 3D modelling (Autodesk Maya, 3ds Max and Blender), with professional experience in systems design, interactive experiences and project documentation. This technical foundation lets me work smoothly with programming and art teams and turn design decisions into implementable solutions. I also have training in applied artificial intelligence, which I use in my workflow to automate and optimise creative and technical processes.

WORK EXPERIENCE

Game Designer

Zulo Interactive | January 2025 – December 2025

Helped define and implement the core systems of Lady Umbrella, released on Steam and awarded Best Free Game at Devuego 2025, managing mechanics documentation and working closely with the programming and art teams.

- Designed and tuned the game economy, the difficulty curve and the main weapon using data analysis in Excel.
- Scripted in Blueprints (visual scripting) an enemy turn manager that decides when enemies advance, take cover or attack, and the Level 2 security system (cinematics, doors and laser traps).
- Designed Level 2 (art gallery) from initial layout to final version, and contributed to the tutorial and Level 1.
- Ran structured playtesting sessions, documented bugs and balance issues, and verified fixes in every iteration.

Interactive Experience Designer

Human XR Lab UNAM (Universidad del Atlántico Medio) | March 2023 – September 2024

Designed and developed interactive and immersive experiences in Unreal Engine for research and for applications with social impact for people with special needs.

3D Artist & Real-Time Developer

Videoreport Canarias S.A. | February 2023 – April 2023

Created and optimised 3D assets and integrated them into virtual sets for Televisión Canaria productions, combining 3D modelling and real-time compositing to place presenters in immersive environments.

Software Developer

VALPER SL | February 2020 – April 2020

Contributed to the development of an internal communication tool for the company, working on programming and software maintenance.

Surf Instructor

University Surf School | December 2018 – July 2019

Taught surfing to groups of different levels, managing student safety and adapting the teaching method to each student.

EDUCATION

Master's in Artificial Intelligence

BIG School | 2026

Advanced training in applied artificial intelligence: language models (ChatGPT, Claude, Gemini, Copilot), building agents, workflow automation (Make, n8n), AI-generated audiovisual content and AI-assisted development, plus the legal framework of AI and digital marketing. Joint degree with Universidad Isabel I (6 ECTS).

Degree in Digital Creation, Animation and Video Game Development, Game Design and Interactive Media

Universidad del Atlántico Medio | 2025 – 2026

Specialisation in game design and interactive media.

Advanced Program in Game Design & Interactive Content

U-tad | 2024 – 2025

Specialised training in video game design. Advanced knowledge of Unreal Engine 5, C++ and 3D tools such as 3ds Max. Development of skills for multidisciplinary work environments.

Higher University Degree in Video Game Design

Universidad del Atlántico Medio | 2020 – 2024

Training in video game design and development, digital art and interactive development. Knowledge of the Adobe Suite, 3D modelling, Unity and game programming.

Higher Technical Diploma in Multiplatform Application Development

IES El Rincón | 2018 – 2020

Two-year higher vocational program in multiplatform software development, programming in Java, JavaScript, Python and MySQL.

Dual Diploma

Academica International Studies | 2015 – 2017

Bilingual high school diploma with an international program.

CERTIFICATES & SKILLS

- Introduction to AI Agents — BIG School (May 2026)
- Introduction to AI: ChatGPT, Custom GPTs and Make — BIG School (May 2025)
- **AI & automation:** ChatGPT, Claude, Gemini, Copilot, AI agents, Make, n8n, AI-assisted development
- **Programming:** C# and C++ (U-tad and Atlántico Medio) | Java, JavaScript, Python and MySQL (IES El Rincón)
- **Game engines:** Unreal Engine 5 (Blueprints), Unity
- **3D tools:** Autodesk Maya, 3ds Max, Blender
- **Adobe Suite:** Photoshop, Illustrator, Premiere Pro, After Effects
- **Office:** Microsoft Office (Excel, Word, PowerPoint) and Google Workspace
- Driving licence (B). Own vehicle.

SOFT SKILLS

- Leadership and initiative
- Adaptability
- Problem solving
- Teamwork
- Communication with technical and creative profiles
- Fast learner of new tools

LANGUAGES

- Spanish — Native
- English — B2