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Ignacio Pérez-Aguirre Jiménez

Technical Game Designer · Lead Developer

Professional Summary

Technical game designer with 5 years of professional experience, designing and building gameplay in Unity and C#. Lead developer of **After World**, a zombie survival game live on Google Play and the App Store with 150,000+ players: its bosses, live events, first session, levels and stories, and monetization touchpoints. I tune with player data and Remote Config, and since February 2026 I lead a small team.

Professional Experience

Viva Games Studios - Programmer · Lead Developer of After World
Seville, Spain · April 2024 - Present

- Took over After World stalled and shipped it on Google Play and the App Store in March 2025: 30+ updates and 150,000+ players since. Between the launch version and the 2026 versions, day-7 retention rose 42% overall and doubled in high-income markets (organic players, same country mix).
- Lead developer since February 2026: scope of each update agreed with the head of marketing, briefs for the level artists, code reviews, and releases approved by QA.
- Bosses designed around mobile constraints: the Riot zombie, with three phases and telegraphed grenade fans staggered 0.35 s apart so one dodge roll can't clear them, and Father Abel (in development).
- No Way Out, a wave-survival event: hand-authored first waves, boss waves on the same budget as the wave they replace, one Remote Config difficulty value split across count, health and damage, and a speed ramp against kiting iterated three times after testing.
- Redesigned the first session (tutorial, base onboarding and first story, 70 steps) and read it step by step with analytics. Opening the craft menu with no recipe selected cut extra stone axes from 56% to 15% of new players, and day-one first expeditions went from 23% to 30%.
- Levels and stories: Sightseeing Point with Story 4; three of the six live events, from the paper sketch and the art brief to spawns, loot and quests, plus the two-week rotation; Ruins with Story 5 (in development).
- Monetization touchpoints: inventory and chest upgrades, gold skips, a trader built on loot tables, and daily rewards.
- A wiki generated from the game data for QA and marketing: drop tables, level maps and the onboarding step by step.
- Also on Idle Mining Town (2025) and Hospital Empire (since 2025): economy per city and ad pacing in Remote Config, and Hospital Empire rebalanced after removing its ads and in-app purchases.

Kometasoft S.L. - Junior Game Developer
Seville, Spain · September 2021 - April 2024

- Designed and built my own features in two mobile games at the same time, Bowtoys and Wall of War: characters' special moves, a Flappy Bird-style match mode, tutorials, twin-stick touch controls with auto-aim, and a battle pass.
- Balanced characters and weapons with the team.

Independent Projects

Way Too Home · *ZYO Games · Co-developer · 2026 - Present*

- Online co-op game for 1 to 6 players on Steam, in Unity 6. I designed the city generator as an interactive HTML sketch before writing it in C#: 18 tile types, two separate routes home every night and seven nights with their own rules. I co-designed the traffic and the pranks, and built the shop between nights.

Shatraj · *201 Games · Lead Programmer · 2022 - 2024*

- Co-designed a 3D chess game with turn-based RPG duels, its worldbuilding and narrative, and programmed it in Unreal Engine 4. Shown at Gamepolis.

The Ramp · *Technical test · 2026*

- A one-week skateboarding prototype about game feel: one swipe gesture for four tricks, timing and risk, and feedback layered for each moment of a jump.

Technical Skills

Design

- Combat, bosses and encounters
- Waves and difficulty
- Onboarding and the first session
- Progression and economy
- Level design: sketches, briefs, placement
- Live events

Data & tuning

- Firebase Analytics, BigQuery (SQL)
- Remote Config for live tuning
- Google Sheets and Excel

Implementation

- Unity and C# (production)
- Data in ScriptableObjects
- Unreal Engine 4 & 5 (Blueprints)

Documentation & workflow

- Design briefs and documents in Google Docs, Confluence, Notion
- Jira, Trello, GitHub

Education

University of Seville - Seville, Spain *September 2016 - June 2022*
Bachelor of Science - Biomedical Engineering

Others

Award: nominated for Best Mobile Game at the Iris Games Awards 2025 (Spain) with After World.

Languages: Spanish (native), English (B2-C1).