

José Antonio Sánchez Kornfeld

Producer / Game Designer



Personal Info

Email

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+34634979121

Skills

Project manager supervision

Project plan development

Collaborating with designers

Project planning

Agile methodologies

Languages

English



Spanish



Experienced and dedicated Video Game Producer & Scrum Master with a strong background in Technology, UX, and KPI tracking. Seeking to leverage my expertise in video game and app creation to contribute to the success of a forward-thinking company.

Work History

2019-10
- 2020-12

Project Manager / Game Designer

An Otter Studio, Madrid

- Spearheaded pre-production design for combat and navigation systems, focusing on UX research and task orientation.
- Conducted comprehensive QA and UX testing, ensuring a seamless gaming experience

2019-02
- 2019-08

Game Design Instructor

Universidad de Talca, Talca

- Educated students in documentation, smart design, and agile production methodologies for game development

2019-04
- 2019-05

Freelance Game Designer & Project Manager

Cienart Studios, Madrid

- Designed and produced a gamified app for a fashion company, utilizing creative solutions to engage users and drive brand awareness

2019-02
- 2019-04

Freelance Level Designer & UX Tester

Below The Game, Bogotá

- Crafted engaging level designs and puzzles, ensuring a cohesive and enjoyable user experience
- Conducted QA/UX testing across all levels, refining gameplay elements and enhancing overall performance

2017-08
- 2018-09

Producer / Game Designer

Eureka Games SPA, Santiago

- Oversaw project creation, recruitment, product management, game design, level design, and UX research
- Successfully launched one game (Los Fantásticos viajes de Ruka) and developed a vertical slice (Ciencia hasta en la Sopa)

Education

2019-10
- 2020-12

Game Design, Master

U-Tad, Madrid, España

- Created a Vertical Slice for the 2020 PlayStation Awards

2018-03
- 2018-08

UX and Usability, Diploma

Universidad Católica de Valparaíso, Santiago, Chile

2015-03
- 2017-08

Digital Animation and Video Game Design, Technical Degree

Universidad del Pacífico, Santiago, Chile

2009-03
- 2014-12

Marketing Research, Bachelor's degree

Universidad del Pacífico, Santiago, Chile