



YIBRAN CALDERÓN

GAME DESIGNER – GENERALIST

SUMMARY

Innovative and passionate Game Designer with 4+ years of experience and a generalist background. Skilled in designing genre-blending mechanics, systems, UI/UX, level design and leading indie teams. Co-founder of indie studio Gxplorers, where I led design on two original IPs: “Wash Out!” and “Sapling Wars”. Proficient in Unity and Unreal Engine prototyping, with a strong track record in documentation, implementation, and iteration based on player feedback. Bilingual (Spanish/English), production-experienced, and constantly learning. Eager to innovate and grow as part of a passionate team.

GAME DESIGN EXPERIENCE

“Sapling Wars” | Steam Demo Available

2023 - PRESENT

PvP Farming Strategy Game | Unity 6 Engine | Team of 2
Role: Lead Game Designer, Producer, Documentation Lead

- Designed farming-combat economy and core gameplay loop.
- Created full GDDs, balance systems, UI wireframes, and flowcharts.
- Led playtesting and iteration based on player feedback.
- Balanced systems to support PvP dynamics and farming mechanics.

“Wash Out!” | Mobile 3D Puzzle Runner

2021 - 2023

Hybrid Runner-Puzzle Game | Unity Engine | Team of 7
Role: Studio Founder, Lead Designer, Team Producer

- Blended endless runner and combo puzzle mechanics into one system.
- Directed a 7-person team; managed pipelines and design workflows.
- Developed scoring systems, progression, and monetization strategy.
- Nearly finished; leaderboard and tutorial features pending.

“Bell” / “Down Town Station” | Horror Levels

2021 - 2022

Environmental Storytelling & Level Design | UE5

- Built two atmospheric horror levels with scripted events and puzzle design.
- Focused on tension, lighting, and environmental storytelling.
- Used sound triggers and exploration-based non-linear exploration progression.
- Integrated Horror Elements into gameplay.

Game Jams

2021 - 2022

Designer & Prototyper | Unity & UE5 Engine

- Designed a runner and strategic resource game under time constraints.
- Built fast prototypes and gameplay loops in small teams.

ADDITIONAL

- Led Esports Club at LaSalle College Vancouver; organized Nintendo-sponsored events
- Rotary Member - Altruism & Community Projects
- Pixel Art and Content Creation/Streaming Hobbyist & Passion

CONTACT

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📍 Mexico City, Mexico
(Willing to relocate to Spain or Other Countries)

🌐 [Luis Yibrán Calderón Hernández](https://www.yibrancalderon.com)

🌐 www.yibrancalderon.com

EDUCATION

LA SALLE COLLEGE VANCOUVER

- Bachelor in Game Design (2019 - 2021)

MST DESIGN SCHOOL

- Master in Concept Design (2016 - 2017)

SKILLS & TOOLS

Game Design:

- Systems & Economy Design
- Combat, Level, and UI/UX
- Balancing, Pacing, Retention
- Game Documentation & Flowcharts
- Prototyping & Iteration
- Kickstarter & Patreon Strategy

Technical:

- Unity Engine & Unreal Engine 4 & 5
- Visual Studio, Github, Trello
- Maya, Blender
- Photoshop, Illustrator, Premiere, Aseprite

Professional:

- Spanish (native), English (fluent, IELTS Grade 8)
- Leadership, Collaboration, Problem-Solving, Communication