

Hugo Sanchez Westberg

Gameplay Designer & Scripter

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Education

2016 - Present



Game Design

Advanced Game Design, Level Design, Quality Assurance, 3 Game Projects, Cognitive Science and Interaction, and Specialization

2015 - 2016



Scripting and Design

Game Programming, Analogue Games Level Design, Game Development and Project Management

Skills

Software and Programming

Unity, Unreal Engine
C#, Unreal Blueprinting, Java
Visual Studios

Project Management

Scrum, Agile Development
Perforce, SVN

Languages

Swedish, English, French

Game Projects

Hook and Throw – Scripting, Level Design (7 weeks, 2017)

I began the project as a **scripter** and **scrum master**. As a scripter, I was responsible for the abilities of the players and how they interacted with the world. As a scrum master, I got a greater understanding of scrum and the different problems a group might encounter when using it. When our **leveldesigner** got sick I jumped in and designed the layout and puzzles of two levels.



Blob² – Solo Project (4 weeks, 2017)

I felt that I had, in the past, focused on **functionality** and took this solo project as an opportunity to work on my ability to make a game feel and look good. I put my efforts into developing an eye for when **effects** and **animation** could be used to enhance the experience.



Djävla Delicious – Scripting (4 weeks, 2017)



Djävla Delicious was a VR game where the player uses a knife and skewer to create food. My role was **main scripter**. The game relied heavily on a new feature of **Unreal Engine** that allowed for cutting of any object in the game. I worked on a **system** that would recognize which part of an object that had been cut and if it fit on the current dish that was being cooked.

Mage Hero Online – Solo Project (4 weeks, 2016)



Whilst between projects, I wanted to get a firmer grasp of the **blueprint scripting** system of **Unreal Engine**. I made a character that could use different input combinations to cast spells. When the system was finished I continued using the project to further my knowledge in the Unreal **UI** system, **animation**, and **AI**. In the last stages of the project I made it compatible with **online multiplayer**.

Swingbot – Scripting (2 weeks, 2016)



A short platformer featuring a swinging robot. In this game, I **developed** and **refined** the main movement mechanic.

Gods – Scripting, Graphics (4 weeks, 2016)



Between leaving **Södertörns Högskola** and beginning **Futuregames** me and a fellow classmate begun working on an Zelda-esque RPG. The project was an exercise in **design**, **writing** and **scripting**. I wrote the **dialogue** of the NPCs, created **movement** of the main character, **scripted** the NPC interactions, and drew the characters.

Umbrella – Scripting, Leveldesign (8 weeks, 2016)



After school hours me and three others from my class decided to make a game. The game was heavily story driven. It featured and **companion AI** that showed you the way through the game. I was responsible for the **AI behavior** and the layout of the **levels**.

Time Raider – Scripting, Leveldesign (6 weeks, 2015)



Time Raider was a **platformer** that featured three different gamemodes, thirty levels, two enemy types, and three bosses. During the project, I made a **system** to save progress, **designed** and **built** half the **levels**, and **scripted** the level transition system. In the end, I learned a valuable lesson both when it comes to **overscoping** and **overworking**.

SpacePac – Scripting (2 weeks, 2015)



The first game I ever made. The game was a 3D rendition of Pacman. I worked on the **movement** of the character, the **AI** and how the pickup and **point system** worked in the game.