PABLO GABRIEL HERRERA ORTIZ (Ethyrid)

Game & Level Designer | Gameplay Programmer | Systems & Narrative

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PROFESSIONAL SUMMARY

Game & Level Designer & Gameplay Programmer (3rd year at Universidad de Mendoza, est. graduation Feb 2027). I build games where story, mechanics, and levels trust the player's intelligence: I design rules, spaces, and narrative, build them in Unity (C#), and test them before calling them done, backed by studio internship experience (El Zorro Azul) and large-scale systems modding.

EXPERIENCE

Intern (Training Contract) — El Zorro Azul Apr 2026 – Present | Hybrid · Mendoza, Argentina

- Completed initial intensive training in 3D modeling fundamentals and generative AI ideation workflows, transitioning to modeling game-ready 3D assets in **Blender** with optimized topology.
- Managed the full asset export and integration pipeline into **Unity**, maintaining visual consistency and real-time performance inside the engine.

CORE SKILLS & TOOLS

Game & Level Design (Core): Systems Design, Core Loops, Risk/Reward Economies, Greyboxing, Spatial Pacing, Systemic & Diegetic Narrative, Affordances, Design Documentation (GDD).

Engines & Languages: Unity (C#, Input System, ScriptableObjects), Unreal Engine (C++ & Blueprints), Godot (foundational), Creation Kit (Papyrus Script), Python.

Art, Data & Workflow: Blender, Adobe Photoshop, Krita, Adobe Illustrator · MySQL, SQLite · Git, GitHub, GitLab, Jira, Trello.

QA & Languages: Edge-case stress-testing & system stability · Spanish (Native) · English Technical B1/B2 (fluent technical reading, specs & async comms; intermediate spoken).

GAME PROJECTS

El Códice de la Torre — Playable Greybox Prototype / Thesis (Solo Dev) Jul 2026 – Present | Unity 6 HDRP · C#

- **Implemented in Unity 6 (playable greybox):** minimalist contextual-HUD first-person extraction crawler anchored by geometry-validated climbing (pitons/ropes), modular locomotion, grid inventory, 3D clue viewer, physical traps, and Combat_Gym melee core.
- **Designed in GDD (see GDD at ethyrid.dev/#codice-gdd):** persistent underground route progression on fall (Fail Forward), goldless triad attrition economy, and Caravan systemic narrative (2×2 dynamic matrix) with double penalty.

Viking Trials — Playable Showcase Build & Espacio Arizu Expo (1st Person) Aug – Sep 2024 | Unity URP · C#

Repository: github.com/Ethyrid/Viking-Trials (< 1-week sprint)

- Coastal archipelago layout using environmental wayfinding without UI compasses, stamina combat, and dual trigger + raycast pickup validation.
- Full-day public showcase at **Espacio Arizu** with school groups and general attendees taking turns; players valued the checkpoints and several mistook real-time Unity visuals for pre-rendered video.

Ascension of the Flame — Diegetic Time-Attack Tutorial (3rd Person · Solo Dev) Oct – Nov 2025 | Unity · C#

Playable build: ethyrid.itch.io/ascension-of-the-flame (2-week sprint)

- Gameplay logic written 100% from scratch in C# (no third-party gameplay templates) with zero traditional UI bars: music, particle speed/count, dynamic lighting, and fire audio volume communicate remaining energy against water, frost wind, and trap floors—never slowing movement speed.

Team Projects (ethyrid.itch.io · github.com/Ethyrid): *Ant Escape* (Unity, team of 9: concept, movement/pickup code, level design & assembly), *Gravity Warp* (Unity, team of 17: 2D/paper level sketches & narrative script), *Echoes of the Ancients* (Unreal Engine, team of 3: sound, music & C++ support), *Save Easter Day!* (Unreal Engine, team of 6: level design & music) & *TimerJamGP8* (Unreal Engine, team of 2: game design & gameplay programming in C++ and Blueprints).

MODDING & SYSTEMS ENGINEERING

Custom Patch Authoring, Scripting & Economy Tuning 2022 – Present | Skyrim SE · Valheim · Minecraft · Project Zomboid

- Decompiled and edited Papyrus scripts (Champollion / PCA), authored SSEEdit/Creation Kit conflict patches, and integrated new quests, contextual activities, and curated homes for unique items across 1,380 mods in **Skyrim SE**.
- Pre-generated terrain with Chunky/Tectonic, prototyped block greyboxes, and tuned servers/economies across **Minecraft Fabric 1.21.1** (313 mods), QoL **Valheim** mods, and curated **Project Zomboid** packs (B41/B42).

EDUCATION & CERTIFICATIONS

Technical Degree in Game Development (Programming Specialization) — Universidad de Mendoza 2024 – Est. Feb 2027 · 3rd Year / Thesis

Prior university studies (UNCuyo): coursework in Law & Industrial Design — grounding in rule analysis, unambiguous specs, and spatial ergonomics.

Technical Certifications: 3D Modeling + AI + Immersive Environments — El Zorro Azul (Apr 2026) · C# Programming Levels 1 & 2 (140 hrs; Level 1 capstone: *Viking Trials*) — UTN FRM & La Casa del Futuro, Godoy Cruz (2024) · Godot Engine Game Development Workshop (40 hrs) — Godoy Cruz (Oct–Dec 2024) · #SeProgramar (logic, Ruby OOP & web basics) — Argentina Programa 4.0 / INTI (Oct 2022).