

Alejo Silos

Game/Level Designer

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Current Location: Madrid, Spain

SUMMARY

With 15 years in the game industry, I specialize in **game**, **level**, and **quest** design, with a focus on creating compelling and immersive experiences. I'm passionate about tabletop RPG design and game mastering, skills that help me improve the player experience.

My technical background and strong communication skills enable me to collaborate effectively with multidisciplinary teams, bridging the gap between programmers, designers, and artists. I actively seek to improve team skills and knowledge, providing feedback to game directors and leads while ensuring their vision is maintained across all teams.

SKILLS

- Gameplay
- Level Blocking & Landscape
- Combat & Encounter
- Narrative & Storytelling
- Unreal Engine 5, Unity
- Scripting: Blueprints, C#
- Davinci Resolve
- Adobe Photoshop, Affinity
- Mentoring
- Communication & Collaboration
- Problem-solving & Adaptability
- Continuous Learning

PROFESSIONAL EXPERIENCE

Senior Level Designer and Open World Product Owner

Pc - Consoles

Tequila Works (2015-2024)

Remote/ Madrid, Spain

- **Led** teams as Product Owner (Scrum), Lead Game Designer, and Lead Level Designer across multiple projects. Collaborated closely with Game Directors, other leads, and designers to develop game concepts, mechanics, and other core elements.
- Actively contributed to design **discussions and reviews** with directors, while mentoring mid-level and junior designers through weekly feedback sessions. Provided guidance to enhance level design while ensuring alignment with the game's vision and core pillars.
- Oversaw the design and development of various levels, from geometry blocking to final shipping, including open-world areas, linear levels, procedural levels, and **multiplayer** maps. Took full ownership of **layouts**, **combat** encounters, **narrative** beats, and **quest** requirements, all in Unreal Engine 5.
- Collaborated closely with Narrative and Game Directors to implement the game's narrative, taking full **ownership** of dialog placement, pacing, length, camera behaviors and key narrative sequences and interactions.
- Collaborated with producers to **plan and prioritize** the team's development schedule, defining feature priorities and creating adaptable plans to iterate based on project scope.

Projects

- Open World Unannounced Title (Multiplatform) – Open World product owner / Senior Level Designer
- Song of Nunu: A League of Legends Story (Multiplatform) – Narrative designer
- Brawler Crawler A.D. (Canceled Multiplayer Title) – Lead Level Designer
- Groundhog Day Like Father Like Son (PSVR/PC) – Lead Gameplay Designer / Level Designer
- RiME (Multiplatform) – Senior Level Designer

Unreal Engine Instructor (BS Degree)

Pc

Universidad Francisco de Vitoria (2017-2021)

Madrid, Spain

- Unreal Engine introductory class for one semester each year within the Computer Science degree.
- Lecturing, mentoring and grading for about 20 students each course.

Game and Level Designer

Pc - Consoles

Virtual Toys (2014 - 2016)

Madrid, Spain

- Designed and implemented various game systems, levels, missions, difficulty curves, unlockables, player progression, and the proper introduction of mechanics.
- Worked as a Combat Designer on two projects, collaborating closely with animators, programmers, and tech artists to deliver a satisfying and balanced multiplayer combat experience, incorporating diverse fighting styles and weapon systems.
- Developed concept and paper design, layout, blockout, scripting, and cutscenes for various levels, collaborating closely with level artists to ensure alignment with the Game Director's vision and the overall game structure.
- Organized regular multiplayer playtest feedback sessions to evaluate prototypes, balance combat mechanics, assess layout changes, and refine gameplay elements.
- Created detailed asset and feature lists to support the implementation of various levels and mechanics, working closely with other departments to ensure smooth integration into the game.

Projects

- World of Warriors (PS4) – Senior Game and Level Designer
- Phineas and Ferb: Day of Doofensmirtz (PS Vita) – Game and Level Designer
- Looney Tunes: Galactic Sports (PS Vita) - Game and Level Designer

Technical Designer / Senior Programmer

A Crowd of Monsters (2013-2014)

Pc – Consoles - Mobile

Remote, Spain

- Led the implementation of core gameplay systems, including player mechanics, animations, managers, and other essential gameplay elements.
- Provided technical support across all disciplines, offering guidance on Unity 3D implementation and best practices.

Projects

- Funk of Titans (Multiplatform)

Senior Programmer / Technical Designer

Vodka Capital (2013)

Mobile

Madrid, Spain

- Developed key systems for Bugsted, including game and level progression, animations, UI, localization, and technical optimizations.
- Supported the Design team with game and level design, level building, and providing feasible alternatives for various game mechanics.

Projects

- Kick-o's (Mobile) – Technical Designer
- Bugsted (Mobile/Web) – Senior Programmer

Project Lead / Level Designer

Universidad Francisco de Vitoria (2009-2013)

Pc – Consoles - Mobile

Madrid, Spain

- Led, coordinated, and supervised a team of eight during the final quarter of Codex's development, while providing technical support on Unity 3D across all disciplines.
- Designed, scripted, and integrated up to 25 levels, including gameplay logic, camera placement, cutscenes, AI behavior, and other core elements.
- Imagine Cup 2010 finalist, plus a close partnership with Microsoft Iberica.
- Designed and implemented most of the games' levels.

Projects

- Pilgrim's Codex (Mobile) – Project Lead / Level Designer
- Iredia: Atram's Secret (Pc/Xbox 360) – Programmer / Level Designer

EDUCATION

BS in Computer Science and engineering, (5-year degree) Universidad Francisco de Vitoria, 2011.

Spain

Master in Internet/Intranet applications, Universidad Francisco de Vitoria, 2011.

Spain

LANGUAGES

- Spanish – Native.
- English - C2 (Senior year in the US, 4 summers as exchange student).

Personal Interests

- D&D Dungeon Master for multiple groups, with several published adventures and a TTRPG game currently in development.
- Instructor for a group of high school students about game development, plus 2 complete AS'course on game development with Unity 3D.
- Game modding experience, modeling up to 170 different props for various Half-Life 2 mods. Some content was featured in PC Gamer (UK) and on several modding sites.
- Guitarist, composer, and manager for a band with over 10 years of experience and three published albums internationally.
- Attended the Game Developers Conference (GDC 2010, San Francisco) as part of an internship at eMeS (Iredia)
- Chief Editor of the Tech division at Ociojoven.com for over two years, with more than 200 published articles