

Game Designer

Camilo Soto Cordovez

[scubatank]

Quick Facts

- Located in **Calgary, Alberta**
- Willing to Relocate
- Canadian Citizen**
- Fluent in **English** and **Spanish**

Contact











Profile

Game Designer specializing in recursive, “puzzle-box” level design and atmospheric tension. Driven by an appreciation for tactile, diegetic systems and stylized aesthetics. Expert at weaving intricate environmental puzzles with methodical gameplay loops that reward player curiosity and expression.

Skills

- Unity**
- Unreal Engine**
- Twine**

- Godot**
- Figma**
- Notion**

With proficiency in C#, GDScript, Twine, and Unreal Blueprints.

Experience

Untitled Island Game

June-August 2026

Calgary, AB

- Designer, Programmer, and Writer on ‘Project Island’, our Unity6 Capstone project for the Advanced Game Development program at Bow Valley College.
- Designed multiple beat charts and design documents for laying out the major puzzles in the game.
- Designed multiple iterations of the level, working with play testers to nail down an exciting flow.

CGDA Arcade Jam 2026 Winner

May 2026

Calgary, AB

- Developed **Last Responder** in a team of four people for the week-long Calgary Game Developer Association’s Arcade Jam.
- Recorded, Edited, and wrote the opening cinematic for the game.
- Programmed and designed the persistent singleplayer and multiplayer scoreboards for the game.

Jungle Mapper

January-April 2026

Calgary, AB

- Lead Designer on **Jungle Mapper**, an arcade-style adventure game where you chart out an island using mapping pylons.
- Designed the setting and aesthetic of the game, along with the fog-of-war clearing mechanic.
- Designed the multiple wild animals in the game, including their behaviors and their interactions with the level.

Education

Advanced Game Development Diploma

Sep 2024 - Aug 2026

Bow Valley College

- Key Coursework:** Level Design, Narrative Design, Rapid Development, Production Pipelines.
- Awards:** Academic Achievement Award, Student Association Award, Dean’s List

References Available Upon Request