

Andres Valbuena

Game & Narrative Designer | Systems Architect

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Game Designer and Narrative Architect translating ambitious story and design goals into stable, non-linear systems. Proven expertise in branching narrative, systems design, and technical implementation across the full development pipeline. A designer skilled in both creative vision and the technical implementation necessary for optimal cross-disciplinary iteration.

Core Competencies

- **Narrative Architecture & Writing:** Designed complex branching narrative structures with choice-consequence mapping for faction and character-driven storylines.
- **Game Design & Implementation:** Designed and scripted gameplay systems (e.g., resource tracking, dynamic encounters, combat balance), utilizing various engine tools to optimize gameplay and cross-disciplinary iteration.
- **Project Leadership & Coordination:** Directed a 24-person interdisciplinary team on a narrative platformer, implementing an Agile/Jira pipeline to ship all core features 2 weeks ahead of schedule.
- **Quality Assurance:** Managed the full QA pipeline, applying critical analysis and industry-standard processes (Jira/Bug Tracking) to identify systemic gaps and resolve over 100 systemic bugs to ensure milestone stability.

Technical Skills

- **Narrative Tools:** Ink, Twine, Articy, Arcweave, Yarn Spinner
- **Engine & Dev Tools:** Unreal Engine, Unity, Godot, Hammer, Creation Kit, JIRA, GitHub, Confluence, Adobe Suite
- **Programming & Languages:** C, C#, C++, XML, HTML, GDScript, Lua, Papyrus

Experience

Narrative Designer & Quest Designer

(Remote) | 2019 – Present: *Fallout: Cascadia*, *The Old World*, *Kanpeki*, *Winter's Hunger*

- **Narrative Architecture:** Designed complex branching narrative structures with choice-consequence mapping for faction and character-driven storylines.
- **Scripting Implementation:** Authored and implemented over 5,000 lines of branching dialogue, lore entries, and environmental text using Ink, Twine, and similar text editing software, alongside engines like the Creation Kit.
- **Quest Design:** Integrated lore and existing canon across large IPs to design and structure multi-stage questlines, ensuring player objectives and narrative content maintained complex canon and cohesion.

Game Designer

(Onsite/Remote) | 2022 – Present: *Winter's Hunger*, *MSF: Mason Salvation Force*, *Gelatoss!*, *Realm Ball*

- **Systems Design:** Architected core game systems, including player feedback loops, puzzles, and unique mechanics, balancing pacing and challenge under tight constraints.
- **Level Design:** Prototyped and scripted levels in Unity, Unreal Engine 5, Godot, Valve's Hammer Editor, and Bethesda's Creation Kit, aligning world layout and event triggers to reinforce core mechanics.
- **Area Design:** Designed explorable environments and modular level content where spatial layout and progression logic adapted to player choices, mechanics, and systemic impact.

Education & Awards

- **George Mason University (2025)**

Bachelor of Arts in Computer Game Design

- **Gold Award | Game Narrative Review Competition - 2024**

Recognized for critical narrative analysis of *Vampire: The Masquerade – Bloodlines* for the competition.