

# Juan Andrés Mayorca

## Technical Game Designer

### Contact

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### Who am I?

Video game designer with academic background and experience in programming, capable of solving problems through creative and innovative solutions.

### Experience

#### Inside the Crow's Nest ([Link](#)) - General Design

October 2024 - June 2025

- Developed in Unreal Engine 5.4.
- The team consisted of 3 designers, 6 artists, and 6 programmers. Additionally, we worked with composers from Berklee College of Music.
- My responsibilities included conceptualizing the core idea of the game.

#### Detonation Sequence ([Link](#))

April 2025

- Developed in PuzzleScript.
- A small sokoban-style puzzle game where the goal is to detonate all explosives, inspired by *Charlie Blast's Territory*.
- Featured in *Thinky Third Tuesdays*, April 2025.

#### Mielikki - Proyecto para BUAS ([Link](#)) - Programming

April 2020 - June 2020

- Developed in Unreal Engine 4.26.
- Team of 8 people: 2 programmers, 2 designers, and 4 artists.
- I was part of the initial concept team (3 people). After the concept was approved, I was responsible for implementing prototypes related to a zone that closes over time. I also programmed the core character mechanics.

#### HateF#ck - Global Game Jam 2020 ([Link](#)) - Design and Programming

January 2020

- Developed in Pico-8.
- The team consisted of 2 game design students and 1 programming student (me).
- In this project, I implemented the gameplay systems and collaborated on game design. I developed the collision and movement systems, and also designed and implemented the insult system.

### Languages

- Spanish- Native
- English - C1

### Education

- ESAT -  
Oct 2023 a Jun 2025  
Game Design
- Breda University of  
Applied Sciences (BUAS)  
-  
Sep 2019 a Jul 2022  
Game Programming

### Accomplishments

- Third Place at Global  
Game Jam 2020 on  
Breda University of  
Applied Sciences