



África Curiel Gálvez

Game Designer



PROFILE

I am a game designer with a heavy background on creative writing. I graduated in English and got a Master's degree on Creative Writing, during which I specialised on videogame narrative. As a narrative designer, I deliver mostly through mechanics and environmental storytelling.

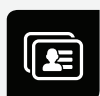
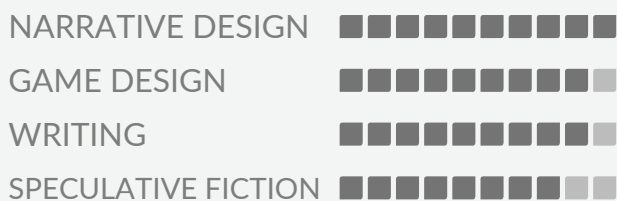


OBJECTIVE

As a designer and researcher, I aim to contribute to a new way of understanding videogames as a cultural medium. My ultimate goal is to help design games that change the players' perspectives on its artistic and emotional potential.



PROFESSIONAL SKILL



CONTACT ME

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youtube.com/c/YugenVideogames



EDUCATION

September 2010- June 2011
Chinese Language and Culture
Confucius Institute, Granada
A2 level of Mandarin Chinese and Chinese culture.

September 2011- June 2012
English and Creative Writing (Erasmus)
Liverpool John Moores University
9 months Erasmus grant on Liverpool, took courses on English and Creative Writing.

September 2009- September 2014
Degree in English Studies
University of Granada
High proficiency level of English (C2), extensive knowledge of its grammar, culture and Literature.

October 2014- December 2015
M. A. in Creative Writing
University of Seville
Creative writing in Spanish, drama, prose and poetry, as well as a general knowledge of Spanish Literature.

April 2015- December 2016
Research Study: "Videogames as a Narrative Medium"
University of Seville
In depth analysis of videogames' narrative mechanisms along with their artistic, cultural and entertaining value.

October 2015- June 2016
Game Design Course
Filmosoffía
Basic training in the main game development tools: Unity 3D, GameMaker, Blender, Photoshop, GIMP, Spriter, Audacity



EXPERIENCE

2011- 2015
English Teacher
Máxima Formación S.L., Loja and private tutoring
English teacher for all levels and ages, A1 to C1, from toddlers to adults.

April 2016- September 2016
Internship as Writer and Game Designer
Greyman Studios, Granada
Narrative and level design, writing, translation and localization for Greyman Studios.

August 2016- Present
Freelance Designer, Writer and Content Creator
Yugen Videogames, Equilateral
Founder, writer and editor in Yugen, a Youtube channel that addresses video games within a cultural framework.
Writer in Equilateral, an online magazine focused on indie games.
For more information on my projects, visit africacurielportfolio.wordpress.com