

GAME DESIGNER

CONTACT

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PORTFOLIO

<https://arisevcik.github.io/>

EDUCATION

CITM-UPC

**VIDEOGAME DESIGN &
DEVELOPMENT (2021-2025)**

**COLEGIO CRISTO REY ALTAMIRA
(VENEZUELA)**

High school

LANGUAGES

English
Spanish

SKILLS

Narrative design
Level design
Storytelling
Character design
Organization

TOOLS

Unity
C++
3ds Max
Maya
Photoshop
Aseprite
Tiled
DaVinci Resolve
Trello
HacknPlan

Ariadna Sevcik

OBJECTIVE

**I want to create impactful stories and interesting characters.
Making players feel as they go through the levels of the game.**

PROJECTS

MEDEA INTERACTIVE STORY – 2025 [\[LINK\]](#)

IN THE TRACKS OF FATE (GAMEJAM) – 2025 [\[LINK\]](#)

Designer (narrative design, script writing, character design) &
trailer making

UN BARDO EN LA CORTE DE LAS HADAS – 2025 [\[LINK\]](#)

Designer (narrative design, script writing, character design)

ALIEN: NEMESIS – 2024 [\[LINK\]](#)

Producer, designer (narrative design, script writing, character
design) & trailer making

LOST IN DREAMS (GAMEJAM) – 2024 [\[LINK\]](#)

Designer (level design & narrative design), artist (dream world &
NPCs) & trailer making

THE HOUND OF HADES (VR GAME) – 2024 [\[LINK\]](#)

Designer

THE TOY BOX – 2023 [\[LINK\]](#)

Lead designer (Narrative design, script writing, character design,
level design)

CHOSEN BY DEATH (GAME CONCEPT) – 2024 [\[LINK\]](#)

Designer (Narrative design, world building, character design)

FLEE THE UNDERWORLD (BOARD GAME) – 2022 [\[LINK\]](#)

Designer & artist

A FOREST ADVENTURE – 2022 [\[LINK\]](#)

Designer & programmer

NO TIME TO DI(C)E (GAMEJAM) – 2022 [\[LINK\]](#)

Designer & artist (Enemy design & animation)

A GAME WITH THE FAE (ANIMATIC) – 2022 [\[LINK\]](#)

WIZARD TOWER (3D ENVIRONMENT) – 2022 [\[LINK\]](#)