

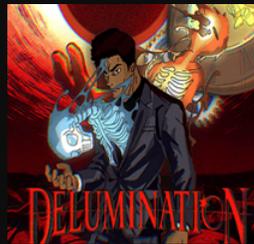
Alejandro Hernandez Cortina

Level & Narrative Designer



Recent Projects

Delumination (2025)



Roles: Level & Technical Level designer & Set dressing

Time: 4 Weeks

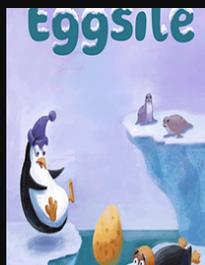
Thornbound (2025)



Roles: Level Designer & Narrative designer

Time: 7 Weeks

Eggsile (2024)



Roles: Narrative Designer & QA

Time: 4 Weeks

Skills & Software

- Rapid Prototyping
- Documentation
- Blockout
- Worldbuilding
- Writing & Storytelling
- Visual Scripting



Contact

 ale.hc.prof@gmail.com

 [Portfolio Page](#)

 +46768658300

 Stockholm, Sweden

Language

C2 -Swedish

C2 -English

C2 -Spanish

Education

Futuregames

Game design
Level Design Specialization

2024-2026