

Gabriel Torres Muñoz

Technical Gameplay Designer



PROFILE

I'm a highly motivated game designer passionate about gameplay systems and the technical side of development, including scripting and designing cohesive experiences.

Eager to learn through hands-on experience, I'm currently seeking a position to grow and contribute to a professional team.

CONTACT



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gabrieltorresmunoz.com

LANGUAGES

Swedish - Native

English - Fluent

Spanish - Fluent

SKILLS



Unreal
Engine



Unity



C#



Perforce



GitHub



Excel



Miro



Jira

WORK EXPERIENCE

The Outsiders - Funcom Studio Aug 2025 - Present

Game Design Intern, Stockholm

Contributed to on a new game concept by pitching and documenting mechanics, prototyping, and implementing them in Unreal Engine using Angelscript/Blueprints. Gave and received feedback on design, took part in code reviews and cross-discipline discussions to refine gameplay.

Lead Laboratory Technician 2020 - 2025

Thermo Fisher Scientific, Uppsala

Process owner of visual inspections, equipment qualifications and managing non-conformities. Close collaboration with QC and QA to ensure compliance with standards.

EDUCATION

Game Design 2023 - Present

Futuregames, Stockholm

Specialization in System-Tech Design, with education centered on developing game projects and prototypes using Unreal Engine and Unity.

BSc in Biology 2015 - 2018

Uppsala University, Uppsala

Education focused on microbiology and genetics.

STUDENT PROJECTS

Phantom Directive 2024

First-person shooting mechanics, level design, free-aim system, AI Behavior Trees, Blueprints.

Sheepwatch 2024

Game direction and documentation, system and gameplay design and implementation, Scrum Master.

Doom Eternal Mod 2025

Learning a new tool (idStudio), encounter design including enemy spawns, pacing and level design.

Smart Weapon Prototype 2025

Actor components, technical design documentation, added functionality to weapon, splines.