ALVARO VAZQUEZ DE LA TORRE

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PRODUCTION

**2015 – Present QUANTIC DREAMS – Game Creation Manager**

* + - * Project manager of Game Design, Script, Camera, Audio & QA departments on **Detroit: Being Human** (PS4)
      * Accomplishments: Teaser, Pre-production & Production
      * Management of 30+ employees
      * Schedule & budget tracking – Hansoft
      * Inter-departmental communication

**2012 – 2015 CRYTEK FRANKFURT – Project Manager**

Project Manager on The Climb & Robinson: The Journey (VR projects for Occulus/PS4)

Content Manager on [Warface](http://www.crytek.com/games/warface/overview) (PC & Xbox 360)

* + - * Accomplishments: Nevada, Grand Bazaar & Cold peak map packs + Steam release
      * Management of interdisciplinary team - 20 employees
      * Schedule creation & tracking – JIRA & Tom’s planner
      * Cross-studio communication
      * Inter-departmental dependencies management
      * Design documentation

Design Manager on [Ryse Son of Rome](http://www.crytek.com/games/ryse/overview) (Xbox One & PC) + DLCs

* + - * Accomplishments: Launch title release for Xbox One
      * Design team organization & scheduling – 13 employees
      * Task creation & tracking - Hansoft, JIRA, Tom’s planner, TFS
      * Bug & feedback management
      * Inter-departmental dependencies management
      * Design recruitment
      * Design documentation
      * Scrum master
      * Part-time:
        + Surrogate design director
        + System designer
        + Lead level designer
        + Demo producer
        + Microsoft liaison
        + Animation manager – 7 employees

**2011 – 2012 DIGITAL LEGENDS – Lead Designer**

* Accomplishments: Release of [miCoach Football](http://www.mobygames.com/game/iphone/micoach-football) & [miCoach Running](http://www.mobygames.com/game/iphone/micoach-running) (iOS)
* Task & Bug tracking
* Inter-departmental dependencies management
* Game vision owner
* Feature implementation
* Design documentation

**2010 – 2011 ECLIPSE GAMES – Producer & Designer**

* Accomplishments: Release of [Ecofish](https://itunes.apple.com/us/app/ecofish/id512252677?mt=8) (iOS), [Lightfish](http://store.steampowered.com/app/116120/) (PC – Steam) & [Toy Cars](http://www.mobygames.com/game/toy-cars) (XBLIG)
* Scrum master
* Task & Bug tracking - Mantis
* Virtual studio communication
* PR & Marketing management
* Design documentation
* Feature implementation
* Level designer

**2001 – 2002 GESTEVISION TELECINCO (TV) – Assistant Producer**

* Accomplishments: Big Brother 2000, 2001 & 2002, Saturday night live (Spain)
* Budget tracking
* Schedule creation & tracking
* Interdisciplinary team management (30 employees)
* Transport, food provision and office management
* Internal communication
* Product placement control

**2000 – 2001 GLOBOMEDIA (TV) – Assistant Producer**

* Accomplishments: Survivor 2001, Amigo awards gala
* Budget tracking
* Schedule creation & tracking
* Interdisciplinary team management (50 employees)
* Transport, food provision and office management
* Internal communication

**1998 – 1999 RTVE (TV) – Junior Assistant Producer**

* Accomplishments: A toda risa (comedy show), La aventura del saber (educational), Una de dos (series)
* Schedule creation & tracking
* Product placement control
* Internal communication

**1998 – 1998 COMPLUTENSE UNIVERSITY – Master on TV & Cinema production**

DESIGN

2014 **CRYTEK FRANKFURT – Lead Designer**

* Unannounced next-gen project

**2007 - 2008 GRIN SL – Senior System Designer**

* Accomplishments: Release of [Wanted: Weapons of Fate](http://www.mobygames.com/game/wanted-weapons-of-fate) (Xbox 360/PS3/PC)
* Feature implementation & balance
* Design documentation
* Feedback & Bug tracking
* Inter-studio communication
* PR & Marketing management

**2004 - 2007 PYRO STUDIOS – Senior System Designer**

* Accomplishments: Release of [Imperial Glory](http://www.mobygames.com/game/imperial-glory) (PC)
* Participation on 3 shelved projects: Cops (Xbox 360), InZero (Xbox 360 & PS3) & Sport City (PC)
* Feature implementation & balance
* System scripting
* Inter-departmental communication
* Design documentation
* Level design

**2002 – 2003 FUTURESPACE – Designer & Writer**

* Accomplishments: Release of SMS Football, More than friends and School Crysis (mobile/Web)
* Design documentation
* Narrative design
* Feature implementation

OTHER EXPERIENCE

**2008 – 2010 LITERATURE**

* Accomplishments: Writer of **The Movie that never existed** novel, 5 awarded short tales – 3 of them published

**1999 - 2000** **DINAMIC MULTIMEDIA – Tester / Tester coordinator**

* + - * Accomplishments: Release of [PC Futbol 2000](http://www.mobygames.com/game/windows/pc-ftbol-2000)**,** [PC Futbol 2001](http://www.mobygames.com/game/windows/pc-ftbol-2001), [Euroleague Football](http://www.mobygames.com/game/euro-league-football), [Space Clash](http://www.mobygames.com/game/windows/space-clash-the-last-frontier), [Resurrection](http://www.mobygames.com/game/windows/resurrection), [M Alien Paranoia](http://www.mobygames.com/game/windows/m-alien-paranoia), [Grouch](http://www.mobygames.com/game/windows/rockos-quest_), [Pizza Syndicate](http://www.mobygames.com/game/windows/fast-food-tycoon) (among others).
      * Screenwriting contributions on [Runaway](http://www.mobygames.com/game/runaway-a-road-adventure) and [La Prision](http://www.prisonserver.com/web/es/)

**1992 - 1997** **SEVILLE UNIVERSITY – Bachelor on Media & Communication, concentration on scriptwriting**

SKILLS

* Fluent in Spanish (mother tongue), English and Italian. Basic knowledge of French, Chinese, Catalan and German
* Additional information: [www.alvarovazquez.net/index\_resume.htm](http://www.alvarovazquez.net/index_resume.htm)