

Anthony Rodrigo Huaman Arce

GAME DESIGNER

ABOUT ME

Hi! Im Tony. I'm a Game Designer who enjoys creating experiences and figuring out what makes them fun and engaging. My background in visual design, marketing, and working with different teams has taught me to approach problems from different perspectives. I'm a curious and adaptable person who enjoys learning, collaborating, and turning ideas into something people can experience.

torohuar94@hotmail.com

Peruvian - Currently in Lima - Peru

PORTFOLIO: https://torohuar.com
LINKEDIN: linkedin.com/in/torohuar

CORE SKILLS

- Project and Team Coordination
- Creative Problem Solving
- Game & Experience Design
- Documentation & Presentation
- Cross-Cultural Communication

LANGUAGES

- **Spanish**
  Native
- **English**
  IELTS 6.5 - 2020
- **German**
  Basic A2 - Learning

EMPLOYMENT HISTORY

Cook at "Atawich Restaurant"
Germany - Köln
January 2025 - March 2026

- Prepared dishes from the restaurant's menu while maintaining consistency and quality.
- Worked as part of the kitchen team in a fast-paced environment.

Tour Leader SHADOW at "G Adventures"
Peru -2020

- Selected through G Adventures's Tour Leader recruitment and interview process.
- Completed an approximately three-week shadowing trip alongside an experienced G Adventures Tour Leader.

Game Design Teacher at "Toulouse Lautrec" Lima - Peru.
March 2019 - August 2019

- Teach students tools and giving presentations in Game Design, Level Design, Production.
- Developing a final game to present it to a jury.

Video Game Designer at "Boneless S.A.C." Lima - Peru
Game Development Company
February 2018 - February 2019

- Manage a team to develop hyper casual games to improve sells of other companies
- Interact with other company's manager to discuss about the product - Show progress (Game)

PERSONAL INTEREST

Digital & Board Game Design
Performing Arts
Music & Instruments
Travel
Creative Technology

PROGRAMS SKILLS

Microsoft Office
Photoshop
Maya
3DS Max
Unity 2D/3D
Unreal Engine
Trello
Notion
C# Videogames applied
TileMap Editor

Visual Arts Designer at "K-Travelling S.A.C." Lima - Peru
Company about Travel Packages around Peru
May 2017 - October 2021

- Community manager of the company (Manage social network with schedules)
- Lead Designer (Graphic style of the company)

Marketing Manager at "Clinica Especializada Sargento Lores S.R.L." Iquitos - Peru
Med Clinic
July 2012 - July 2015

- Coordinated company events and promotional activities throughout the years.
- Lead collaboration between artists and programmers to develop the company's website and visual materials.
- Coordinated creative projects and ensured deliverables aligned with organizational needs.

EDUCATION

School "Francisco Secada Vignetta"
School and High school.
Iquitos, Peru
1998 - 2010

Bachelor of Arts in Digital Games at "TH Köln - Cologne Game Lab"
Bachelor Degree - 5th Semester
Köln, Germany
2021 - Semester Pause - OnGoing

Technical Professional Title in Videogame Design and Digital Entertainment at "Toulouse Lautrec"
Technical Degree
Lima, Peru
2015 - 2018

CERTIFICATES

Graphic Design at "Senati"
Technical Course
Lima, Peru
October 2009 . April 2010

English Proficiency
6.5 IELTS Academic
Lima, Peru
January 2021

Maintenance of computers at "Senati"
Technical Course
Lima, Peru
May 2010 - November 2010

First Aid
Course
Lima, Peru
July 2020

SOME DEVELOPED GAMES

Castle Outlaws 2017 - 2018
Computer Game
Roles and Responsibilities
Game Design and Level Design
Lima, Peru
https://pinkpotato.itch.io/castle-outlaws

Transmogrified 2022
Computer Game
Roles and Responsibilities
Game Design, Level Design
Köln, Germany
https://torohuar.itch.io/transmogrified

PORTFOLIO: https://torohuar.com