

LEO HERNÁNDEZ

Junior Video Game Producer

Madrid, Spain | (+34) 658 866 613 | leo.hernandez.quinones@gmail.com | [linkedin.com/in/leohrndz](https://www.linkedin.com/in/leohrndz) | leohrndz.com

PROFESSIONAL SUMMARY

I am a junior video game producer with experience across the **full development cycle**, from prototyping to live-service support, in both **indie games** and **live game mobile apps**. My main focus is production management, but I have also taken part in QA and game design roles.

I have managed production pipelines, coordinated multidisciplinary teams, and **shipped a commercially released game with over 30,000 lifetime units on Steam** as my degree's final project.

At Lingokids, I have been in charge of the prototyping pipeline, improved communication between teams by building a new documentation and tracking system in Notion from scratch, and stepped into mid-producer-level responsibilities during team transitions.

I am working towards becoming a producer who establishes sustainable workflows and considers the well-being of their team members while maintaining high standards for the final product.

CORE SKILLS

Languages: Spanish (first language), English (C1 level, Cambridge Certificate).

Production & Project Management: Agile methodology, sprint planning, roadmapping, and backlog management using tools like Jira, ClickUp, Excel, Trello, Notion, HacknPlan, GitHub Issues.

Game Development & Engines: Full-cycle development, live-service support, prototyping, Unity, Unreal Engine.

QA & Testing: Manual QA, bug tracking and reporting, user testing, PC and mobile platform testing.

Soft Skills and Approach: Team leadership, multidisciplinary collaboration, external agencies management, structured documentation, workload management, inclusive team culture.

PROFESSIONAL EXPERIENCE

Assistant Producer — Lingokids App | Nov 2025 – Present

Lingokids | Madrid, Spain

- Owned and led the production of the prototyping pipeline, delivering biweekly prototypes to Lingokids' app to gather data on which mechanics perform best.
- Stepped into mid-producer-level responsibilities during a team transition, managing roadmaps for the development of 4 simultaneous games and sprint tracking across Excel, Notion, and GitHub Issues, owning backlog prioritization and coordinating Development and QA teams.
- Led the migration of internal documentation to Notion, establishing it as the team's single source of truth. This process involved not only migrating documentation but also creating roadmaps, task boards, and progress trackers for both internal use and external collaborators like Disney.
- Acted as the main producer in the localization project across all app activities when it started, providing a smooth transition for the incoming producer once established.

QA Tester — Entreno ONCE | Aug 2025 – Feb 2026

Divertifica (for ONCE) | Madrid, Spain

- Tested an accessibility-focused mobile app for users with visual and hearing impairments, covering memory, listening, logic, and reflex-training minigames.
- Reported and tracked bugs, design flaws, and text errors via GitHub Issues.
- Led user-testing sessions with ONCE members (visually and hearing-impaired users), to gather accessibility insights for design iterations.

Junior Game Designer — "Who Are You, Really?" | Feb 2023 – Jul 2024

Divertifica | Madrid, Spain

- Designed game mechanics aligned with the DISC personality framework for workplace personality analysis, integrating the assessment questions into the narrative of the game.
- Maintained design documentation to support cross-team communication between design, development, and client stakeholders.

Content / Media Intern — Lingokids App | Sep 2021 – Sep 2022

Lingokids | Madrid, Spain

- Prepared cue sheets, managed subtitle workflows, and tagged and tested content before uploading it to Lingokids' mobile app.
- Managed agency relationships, coordinating subtitle deliveries, requirements, and quality review for app content releases.
- Started initiatives to improve team productivity and process efficiency regarding documentation in Notion.

PERSONAL PROJECTS

Producer — Blast Course 2 | May 2025 – Present

Amiguito Studios | Madrid, Spain

- Leading the production of Blast Course 2, a redesign of the original Blast Course, our degree's final project with the objective of refining the Portal-like puzzle level design and the mechanics with the lessons learned from developing and launching the first version.
- Overseeing the team, which has grown to 12 people, including managing 7 extra interns during 3 months, coordinating alongside their respective department tutors.
- Shifted focus from active game design as in Blast Course to dedicate completely to production, while continuing to shape the design of the game through feedback.
- Leading efforts to formalize the studio's legal structure and actively pursuing public funding for the development of the game.

Producer & Game Designer — Blast Course | Jan 2023 – Sep 2024

Amiguito Studios | Madrid, Spain

- Led the production of Blast Course (first-person rocket-jumping platformer) through the full game cycle using Jira, managing sprint planning and task assignment across a 10-person team.
- Owned content prioritization and scope decisions to ship on time while maintaining team well-being and product quality.
- Developed and maintained design documentation in Notion; wrote the narrative script and collaborated on level and gameplay design.
- Coordinated with external collaborators, including composers and voice actors, some of them living outside Spain.
- Shipped the game on Steam with 30,000+ lifetime units; nominated for Best University Game at BIG Festival (Bilbao's International Game Conference).
- Represented the team in press presentations at industry outlets and events.

QA Tester — Not My War | Jul 2025 – Sep 2025

24Pack Studios | Madrid, Spain

- Ran playtesting sessions to identify UX issues, proposing improvements to level design, gadget usability, and enemy encounter pacing.
- Partnered with the design team to evaluate solutions for issues surfaced during testing.

QA Tester — Myrmica | Aug 2024 – Sep 2024

Paranoia Studios | Madrid, Spain

- Adapted quickly to a new team's workflows, contributing improvement feedback.
- Ran playtesting sessions to identify bugs and performance issues, documenting findings with annotated screen recordings for developers.
- Reported and tracked bugs via HacknPlan with clear issue descriptions.

EDUCATION

Bachelor's Degree in Interactive Product Design — U-Tad | Sep 2020 – Jun 2024

Madrid, Spain