

# Thomas Guana

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## Game & Level Designer

Systems Design | Quest & Narrative Design | Open World Design & Population

With 4+ years of experience creating immersive player experiences for MMOs, narrative-driven indies, and interactive projects. Skilled in game mechanics, quest logic, level design, world building, and narrative integration, with a proven record of cross-disciplinary collaboration to deliver engaging worlds. I leverage game engines in unconventional ways to merge human-computer interaction with Selected Projects traditional design, creating innovative and meaningful experiences.

## Project Highlights

- ▲ **Forgotten Runiverse** (Released · Open Alpha · Tiled) Bisonic Inc. – Web3 Fantasy 2D MMO  
*Oversaw the full lifecycle of open-world development and quest creation.*
- ▲ **Dysthymia** (Released · Prototype · Unity) Mission Control Studios – 2D puzzle platformer  
*Spearheaded core game design with a focus on environmental storytelling and emotional narrative design.*

## Professional Experience

### ◆ Senior Game & Level Designer, 2022 - Apr. 2026

Bisonic Inc. – Forgotten Runiverse – Web3 Fantasy 2D MMO

Level Designer → Game & Level Designer → Lead Level Designer → Lead Game & Level Designer → Promoted to Senior Game & Level Designer

- Owned the design and iteration of interconnected gameplay systems, including exploration, encounters, quest logic, progression hooks, and enemy behaviours within a large-scale open-world MMO.
- Designed explorable regions, dungeons, and interactive POIs in an open world MMO.
- Authored detailed design documentation (flows, encounter notes, quest scripts) for smooth cross-discipline collaboration.
- Worked cross-disciplinarily with narrative, art, audio, and UX to ensure systems communicated clearly to players and deliver cohesive player experiences.
- Mentored junior designers on tool usage, level construction standards, and player experience principles.

Key Skills: Systems Design · MMO Worldbuilding · Quest & Encounter Design · Level Layouts · Documentation · Team Management · Tiled Map Editor Expertise

### ◆ Co-Founder & Game Director, 2020 - Present

Mission Control Studios – Independent Studio

- Directed design & development of three indie titles:
  - Dysthymia – Narrative puzzle platformer exploring mental health.
  - Artifacts – Co-op arcade experience.
  - Farspeaker – Puzzle-simulator.
- Designed and implemented quests, puzzles, branching narratives and mechanics inside Unity.
- Conducted playtesting with 300+ players, iterating on design for emotional impact.
- Managed team pipelines, design practices and direction.
- Games featured in a handful of online indie showcases.

Key Skills: Puzzle Design · Unity2D Development · Level Layouts · Systems Design · Documentation · Project Management · Narrative Design

## Education

### ◆ Bachelor of Design 2016 – 2020

Universidad de los Andes – Bogotá, Colombia

- B.A. in Design | All around design program | Focus – Interactive Media & Data Visualization.
  - Performed Multiple research & teaching roles.
- Minor in Visual Computing | Interdisciplinary program between Computer Science, Art and Design.

## Skills

- Design
  - Quest Design & Systems · Narrative Integration · Level & Open World Design · Puzzle Mechanics · Documentation · Modular Kits · Environmental Storytelling · Scripted Events
- Game Engines and Level Editors
  - Unity 2D & 3D · Tiled · Vuforia · Unreal (Basic)
- Programming Languages
  - Java · Javascript · Processing · HTML5 · CSS · C#
- Collaboration Tools
  - Figma · Miro · Jira · Git
- Other Strengths
  - Creative Direction · Cross-team Collaboration · Playtesting & Iteration · Data Visualization · UX/UI

## Courses

- Complete C# Unity Game Developer 2D – GameDev.tv
- Complete C# Unity Game Developer 3D – GameDev.tv

## Languages

- Spanish (Native)
- English (Fluent)