



ASSITANT PROJECT MANAGER
JUNIOR PRODUCER
WILLING TO RELOCATE

ÁLVARO TOURÓN

Junior / Assistant Game Producer with a solid foundation in project coordination, game development workflows, and collaborative team environments. Experience supporting multidisciplinary teams through task tracking, production planning assistance, QA coordination, and clear communication. With hands-on exposure to game projects, esports team operations, and formal game design education, I bring a structured, proactive, and learning-oriented mindset. Highly motivated to grow within a studio production team and contribute reliably to day-to-day production needs. Open to international relocation.

SPAIN/EMEA | altopo@duck.com

ÁREA OF EXPERTISE

- Production & Coordination Skills
- Task Tracking & Milestone Support (Agile)
- Cross-disciplinary Communication (Design, Art, Tech, QA)
- Game Design Fundamentals & Production Support
- Scheduling Assistance & Priority Tracking
- QA Coordination & Bug Tracking
- Risk & Issue Reporting
- Creative Vision Alignment & Delivery Execution

EDUCATION

- CAMP Certificate** 2025
Project Management Institute (PMI)
- Master's Degree in Game Design** 2019
Complutense University of Madrid
- Graduate in History** 2018
University in Navarre

TOOLS

- CRM: Hubspot
- Management Tools: Jira, Confluence, Trello, Asana
- Game Engines: Unreal Engine, Unity
- Office Tools: Excel, Word, PPT
- Google Workspace
- Version Control System (VCS): Perforce
- Community Management Application: Slack, Discord

LANGUAGES

- English Professional
- Spanish Native
- Portuguese Learning



PROFESSIONAL EXPERIENCE

Assistant Project Manager | CONECTAPISOS

2024 – Present

- Supported process definition and cross-department coordination during a growth phase, helping document workflows and improve day-to-day collaboration between teams.
- Assisted in organizing tasks, timelines, and responsibilities so different departments could stay aligned.

I am proud of helping the company move from a 4-person, mostly manual operation to a team of 15+ with more structured and partially automated processes, contributing to a smoother day-to-day workflow. Seeing how these changes reduced errors and improved customer attention confirmed that my support in organizing and formalizing processes had a real, positive impact on the business

- Worked as a localization and functionality tester on AAA and live-service titles, following established QA pipelines to identify, document, and report issues clearly.

A key achievement for me was taking the step to work abroad using my own resources, adapting to a new country and a multicultural team while maintaining reliable performance in a demanding QA environment. This opportunity also strengthened my resilience and confirmed my curiosity and motivation to keep learning from different people, cultures, and ways of working.

Director of Final Projects | UNIR MASTER'S DEGREE IN GAME DEVELOPMENT

2020

- Supported several student game projects by helping structure milestones, reviews, and feedback cycles across design, programming, and art.
- Ensured projects stayed within scope and deadlines while encouraging teams to finish and present playable builds.

This experience gave me a strong respect for production discipline and taught me how to guide others towards realistic planning and scope control while keeping the games fun.



ESPORTS

Valorant Esports Coach | CAREER

2021–2024

- Coached competitive Valorant teams by organizing practice schedules, reviewing match data, and coordinating preparation so players could focus on performance.
- Acted as a communication bridge between players, analysts, and management, helping turn feedback and analysis into clear next steps to seek victory

What I value most from this experience is building great relationships with my players and colleagues, even in high pressure situations and tight results. This role also taught me to always be eager to improve, communicate clearly, consistently analyze situations and apply creative problem-solving to address challenges, and keep everyone aligned on goals, skills that I now consider the core of the kind of professional I am and want to become.



TOP 10 VIDEOGAMES

- Outer Wilds
- Gris
- Baldurs Gate 3
- Read Dead Redemption 2
- League of Legends
- Cyberpunk 2077
- Escape from Tarkov
- Valorant
- Assassins Creed 2
- Clair Obscur: Expedition 33



GAME PROJECTS

Meteor Squad | Tectonic Studio

Contributed to development and production of a released game project during my master's degree, collaborating across disciplines and adhering to defined scopes and deadlines.

Crunch Time – Global Game Jam Madrid

Worked within a fast-paced, time-boxed production environment, contributing to ideation, development, and delivery of a playable prototype.