Yuri Escalera

Game Designer



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ABOUT ME

Hello there! My name is Yuri. I've had an avid interest in videogames for my entire life. The first videogame I played was a purchase made from my elementary school's library - the title: Sim City 4 Deluxe Edition.

Fast forward over a decade later. In 2019 I began volunteer quest writing for Credenzio Studios. In November 2023, I visited their studio in Loveland, Colorado shortly before joining the company in January 2024.

Since then, I became the company's Lead Game Designer, working closely with creative teams, technical staff, and management boards to plan out the creation of unique and creative worlds, before leaving in December 2025..

My recent experiences have also allowed me to take on the position of Producer within GrandFinale, where I contribute time towards the investigation, pursuit, and active development of future projects.

EXPERIENCE

GrandFinale, Remote - *Senior Partner, Producer*

September, 2024 - Present

GrandFinale is a video-game studio that specializes in the anime genre, with a recent expansion into multiple other genres. I have worked on multiple titles, most recently *Bannerfall* and *SHOEBOTS*. My responsibilities focus on research, technical concepts, conceptual visualizations, and writing progress reports aimed at informing investors and leadership.

Credenzio Studios, Loveland, CO - *Lead Game Designer*

January, 2024 - December, 2025

Credenzio Studios is a video-game startup company that works primarily on their flagship title *Lionhearts*. I've worked on three titles for this company: *Lionhearts: Crusade, Slayers Unleashed II,* and *Lionhearts*. I was responsible for a majority of the narrative planning in *Lionhearts: Crusade* and *Slayers Unleashed II*, and I've worked extensively on the game design planning for *Lionhearts*, coordinating closely with company leadership to bring their vision to life. As of September 2026, though I no longer reside in Colorado, I am still consulted regarding workflow and game design for Lionhearts, which continues to successfully implement features we've planned in the past.

SKILL SET

Game Design
- Full-Scope Documentation
- Open World Planning
- Game Mechanics Design
- Multiplayer Interaction Planning
- NPC Design & Implementation

Narrative Design
- Storyline Production
- Character Backgrounds

Project Production
- Project Mentorship
- Timeline Assessment
- Production Reports

Level Design
- Environmental Storytelling
- Dungeon Planning
- Player-Route Planning

Equipment

ROG Zephyrus Duo 16 (2023)
GX650PY-XS97

Software Familiarity

Google Workspace
Jira
LucidChart
LucidSpark
Microsoft Office Suite
MySQL Workbench
Notion
Visual Studio
Visual Studio Code

Note: There are many hyperlinks in this document that will take you to more in-depth reading material.

PORTFOLIO

Below is a list of projects I've taken part in.

Life is a fickle thing, and so are CVs. As of September 29th 2026 I am still in the process of documenting and updating the content below. If you have further curiosities, please feel free to call me! I would be delighted to touch on any topics you do– or do not!– see here. Long winded discussions about the trials and tribulations of projects are not frowned upon!

Lionhearts: Crusade

Medieval MMORPG on the ROBLOX Platform
Over **7.3 million** visits!
View the cinematic trailer: Lionhearts: Crusade [FULL CINEMATIC TRAILER]
You can read a high level overview of my work history on this project here: Portfolio | Lionhearts: Crusade

Slayers Unleashed II

Slayers Unleashed II is a 1910's era MMORPG based on the Demon Slayer franchise set on the ROBLOX platform.
Over **1.3 million** visits!
View the cinematic trailer: Slayers Unleashed 2 Cinematic Teaser Trailer
Project Gallery: Slayers Project Gallery

Lionhearts: Reforged

Lionhearts: Reforged is a Massively Multiplayer Sandbox Simulator set on Steam, built with Unreal Engine 5.
Slated for Q4 2026 release!
View the cinematic trailerL Lionhearts Official Cinematic Trailer

Bannerfall

Bannerfall is a 15th Century RPG that takes place in the Holy Roman Empire, set on the ROBLOX platform.
This project is in progress! No official release date has been published.

SHOEBOTS

SHOEBOTS is intended to be a Sci-Fi futuristic adventure-exploration turn-based battler game. The project was unfortunately placed on hiatus due to unexpected strategy changes from one of our partners, but we hope to resume it in the future!
You can read an overview of my work history on this project here: Portfolio | SHOEBOTS

If you arrived here from my general resume and would like to return, click here: Resume_Yuri_Escalera_Technical