

Collaboration Opportunity: Unreal Engine 5 Blueprint Experts Wanted for AA Videogame

Summary

Profile type

Technology request

Company's country

Spain

POD reference

TRES20250625001

Profile status

PUBLISHED

Type of partnership

**Commercial agreement with
technical assistance****Investment agreement**

Targeted countries

• World

Contact Person

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Term of validity

25 Jun 2025**25 Jun 2026**

Last update

25 Jun 2025

General Information

Short summary

Private company from Valladolid, Spain, active in the technology and digitalisation sector, is looking for technical profiles specialised in Unreal Engine 5, particularly in Blueprints, for a AAA video game project. Key requirements include strong expertise in gameplay mechanics and system integration. The company seeks a strategic collaboration to support the development of this ambitious project.

Full description

A private company from Valladolid, Spain, founded in 2022 by two university graduates, specialises in digitalisation and the development of immersive technological experiences for companies and brands such as Renault (HORSE), collabs with Warner Music Spain and Universal Music. The company has delivered virtual experiences for countries like Paraguay and France and achieved notable milestones, including hosting Spain's first Christmas celebration in the metaverse (2022) and reaching over 73,000 players with an in-house mini-game. It was awarded as Spain's Best Young Company in 2024.

The company is currently looking for highly competent technical profiles specialised in Unreal Engine 5, particularly in Blueprints, to contribute to a AAA horror video game project with strong market potential due to its theme, storytelling, and gameplay. The goal is to accelerate development and ensure high technical quality.

Key requirements include solid skills in gameplay mechanics and systems integration, Unreal Engine 5 proficiency (especially Blueprints), fluency in English (Spanish is a plus), and prior experience with AAA or multiplayer games,

ideally in the horror genre. More than years of experience, the company values technical competence. The partnership sought is primarily co-investment and co-development, aiming for a long-term collaboration (1–3 years), adapted to different development phases. The ideal partner would contribute not only technical expertise but also strategic investment. The objective is to bring a globally launched game to market, targeting 50,000–200,000 sales.

Advantages and innovations

The requested profiles will contribute to the development of a highly distinctive and ambitious AAA horror video game, characterised by its unique thematic blend of stealth, horror, and looting mechanics. Inspired by the eerie, liminal aesthetics of backrooms-type games, the project stands out for its deeply immersive atmosphere and narrative-driven gameplay. The story and environment are designed to be the core pillars of the user experience, delivering psychological tension and player engagement on an exceptional level.

From a technological standpoint, the game will implement AI-driven enemy behaviours and special interactions, offering dynamic challenges and unpredictability that increase replayability. The use of Unreal Engine 5, particularly through Blueprints, allows for complete flexibility and deep customisation of gameplay systems while optimising performance—ensuring the best possible balance between visual fidelity and runtime efficiency.

The advantages for international partners include being part of a cutting-edge, narrative-rich gaming experience that has strong commercial potential and portfolio value.

Collaborating on this project means not only contributing to the development of a groundbreaking title, but also joining a mutually enriching partnership where knowledge flows both ways. The long-term vision opens the door to future joint projects and innovation, particularly in the field of immersive technologies. This partnership offers a strategic opportunity to co-create a high-impact product with global market appeal.

Technical specification or expertise sought

The company seeks technical profiles specialised in Unreal Engine 5 and Blueprints, with the capability to contribute not only to core gameplay implementation and AI systems, but also to the potential development of internal tools to streamline workflows. At present, the project is in a very early stage (pre-production/prototype), with no existing modular systems developed natively.

The technology and solutions required must be capable of delivering high-performance results: stable 60 FPS gameplay, smooth loading times, and full optimisation for mid-to-high range PCs. The quality should be sufficient to ensure broad accessibility, avoiding the need for high-end hardware. Ease of maintenance is also a priority; the company favours solutions that are flexible, efficient, and require minimal post-implementation support.

Highly disruptive or non-standard technologies may be considered but must be evaluated for compatibility with long-term internal workflows.

The initial need is for approximately two technical profiles, with the possibility of expansion depending on the level of external investment secured. Engagement is expected to last between 18 months and 3 years, aligned with the different stages of the development process.

Regarding intellectual property, the company intends for the developed systems and technologies to remain part of the internal IP. However, flexible commercial arrangements can be discussed, including shared benefits from future revenues or funding. While closed licenses are not excluded, the preference is for solutions that allow some level of modification and adaptability by the internal team.

The focus in the early phases will be on gameplay mechanics and AI systems, laying the technical foundation for a scalable, immersive AAA horror game experience.

Stage of development

Under development

Sustainable Development goals

- **Goal 8: Decent Work and Economic Growth**
- **Goal 9: Industry, Innovation and Infrastructure**
- **Goal 17: Partnerships to achieve the Goal**

IPR Status

No IPR applied

IPR Notes

Partner Sought

Expected role of the partner

Type of partner:

The company is open to collaborating with a wide range of organisations, including universities, research institutions, game development studios, and other entities with relevant expertise. Particular interest is placed on academic partners and studios experienced in Unreal Engine 5 and digital innovation, but all types of organisations capable of contributing technically or strategically are welcome.

Role of the partner:

The partner is expected to engage primarily through co-investment and by providing technically skilled personnel specialised in Unreal Engine 5, especially in Blueprints, gameplay programming, and AI systems. Their role will involve contributing to the development of a AAA horror video game from early prototyping to final release. The partner may also support the creation of internal tools and participate in long-term collaboration efforts with shared strategic goals and potential revenue benefits.

Type of partnership

Commercial agreement with technical assistance**Investment agreement**

Type and size of the partner

- Other
- SME ≤ 10
- R&D Institution
- SME 11-49
- SME 50 - 249
- University

Dissemination

Technology keywords

- **01003006 - Computer Software**
- **11009 - Creative products**
- **01003004 - Computer Games**
- **01003003 - Artificial Intelligence (AI)**
- **01004014 - Serious Games**

Targeted countries

- **World**

Market keywords

- **02007020 - Artificial intelligence programming aids**
- **02007016 - Artificial intelligence related software**
- **02007022 - Software services**
- **02007025 - Consulting services**
- **02007007 - Applications software**

Sector groups involved

Media

Images



[CONCEPT NOT REAL IMAGE.jpg](#)