



EDUARDO LOZANO MUNERA

SENIOR GAME DESIGNER

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EDUCATION

- **COMPUTER SCIENCES DEGREE**
University of Granada, 2012
- **MASTER'S DEGREE GAME DESIGN**
University Complutense Madrid, 2016

PUBLICATIONS

- **EL VIAJE DEL JUGADOR**
Book on player psychology, 2020
- **DISEÑAR UN FREE2PLAY**
Book on system design, 2023
- **LACOOORDENADA.COM**
AI & Game Design newsletter, 2023
- **EPIPHANY**
Tabletop & App RPG, 2016

RECENT PROFESSIONAL EXPERIENCE



(PC, STEAM) REALM OF THE MAD GOD

Lead Game Designer | 2020-2023 DECA GAMES (EMBRACER)

- Spearheaded all **Combat and Gameplay systems** in a live MMORPG.
- Designed complex **AI Behavior** for enemies, bossfights and abilities.
- Strong focus on **Multiplayer Action RPG** design and feature **prototyping**.



(NINTENDO SWITCH) METROID: DREAD

Senior Game Designer | 2018-2020 MERCURY STEAM

- **Combat, Gameplay** and **Ability** design and **scripting**.
- **Enemy AI** and bossfight design.
- **Gameplay balancing**, testing and fine-tuning.

2021 C.O.T.Y. BEST ACTION/ADVENTURE



(PC & CONSOLES) FANTASY AAA ACTION GAME

Senior Game Designer | 2018 SPLASH DAMAGE (TENCENT)

- "Hollywood Fantasy Franchise" **AAA game** for all platforms.
- Responsible of **Combat** and "**3C**" (Character/Camera/Control)
- Involved in the **preproduction** and vision direction with Product Owners.



(PC, STEAM) DIRTYBOMB

Senior Game Designer | 2018 SPLASH DAMAGE (TENCENT)

- **Gameplay and Combat systems** design and balance, and **scripting**.
- Involved in design and prototyping of **Progression/Abilities systems**.
- Involved in the design of the **Weapon system** and **Enemy AI**.



(MOBILE) RACE KINGS / HOT WHEELS: RACE OFF

Game Designer | 2016-2017 HUTCH GAMES

- Worked on multiple titles as a **Systems and Gameplay** designer.
- Heavy focus on **prototyping, scripting** and solid **documentation**.
- **Gameplay balancing and fine-tuning**, closely working with IP owners.

GAME DESIGN SKILLS



UNREAL ENGINE 5 (+OTHER ENGINES)

- Excellent proficiency in **Blueprints** scripting and prototyping any kind of system/mechanic.
- Design and implementation of **AI Behavior Trees**, **enemy design**, etc. for Combat systems.
- Expertise in other important systems for complex AAA games: Animation, Data, Widgets...
- Familiarity with other engines: Unity, Proprietary engines...



TECHNICAL SKILLS

- Robust **scripting** skills: Blueprints, LUA, C++, C#, JS, SQL, GScript and others.
- Very strong **documentation** skills: complex documentation, expertise in wikis, wireframing, etc.
- Skilled in standard industry **processes**: Confluence, JIRA, Mantis, Git, P4 and SCRUM/Agile.
- Expert level in Adobe Suite/ Google Suite for robust documentation: diagrams, mockups, models...



SYSTEM DESIGN

- Highly **specialized in Combat Systems and Gameplay**: strong methodologies and processes.
- Expertise in **Enemy AI design** and "**3C**" (Character/Camera/Control) with attention to detail.
- Robust **mathematical modelling skills** for prototyping and finetuning: progression models, etc.
- Published books on Player Psychology and action-focused games.



LEADERSHIP/SOFT SKILLS

- **Led multiple Game Design teams** with 8+ people, from hiring to mentorship.
- Defined overall **design vision** alongside Product Owners and stakeholders.
- Empathetic and highly **communicative**, strong **teamwork** and multidisciplinary approach.
- 4 years of Lead experience in **remote work**, coordinating with producers and team managers.

ABOUT ME

I am a Game Designer specialized in **Combat Systems and Gameplay** with 13+ years of experience in the industry.

As a System Designer, I have worked in multiple **AAA projects** for consoles, PC and other platforms. I have also published **books** on Game Design and actively participate in industry **events** and talks.

I am currently based on **Spain**, working remotely for the last 4 years.

My favorite games are **Action and RPGs** with deep combat, progression systems and a strong narrative.

I have a lot of hobbies, but the most consistent ones are tabletop RPGs, writing, and martial arts.

I also competed in fighting games!