

# EDUARDO LOZANO MUNERA

## GAME DESIGNER

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## EDUCATION

### MASTER'S DEGREE IN GAME DESIGN

UNIVERSIDAD COMPLUTENSE OF MADRID, 2012/13

### COMPUTER SCIENCES DEGREE

UNIVERSIDAD OF GRANADA, 2006/12

### LANGUAGES

- ENGLISH - CAMBRIDGE ADVANCED C1  
+ LIVING IN THE UK SINCE 2015
- SPANISH - NATIVE
- JAPANESE - NOKEN N4

## SKILLS

### SYSTEMS DESIGN SPECIALIST

Specialist in progression systems, balance and mechanics in RPG and action titles.

### DESIGN WITH BUSINESS INTELLIGENCE

F2P design paradigms: Metrics, monetization and retention. Solutions for key areas in KPI's.

### NARRATIVE AND WORLDBUILDING

Experience writing tabletop RPG's, systems and rules. Experience in narrative and literature.

### AGILE METHODOLOGIES

Experienced in SCRUM methodologies, using JIRA and TRELLO software.

### DEVELOPMENT TOOLS

High level in Excel, Adobe Suite, and strong writing and documentation skills. Strong C# level.

Highly proficient in UNITY and UE4.

### COMMUNICATION AND TEAM VALUES

Excellent communication skills, proactive and willing to learn. Passionate about videogames and frequent follower of media and latest trends.

Values teamwork and has a strong work ethic.

## VOLUNTEERING

### LC VICEPRESIDENT - AIESEC GRANADA

Worldwide youth association where I learned leadership and teamwork values.

### ACTIVITIES COORDINATOR - KURONEKO

Local youth association where I designed and coordinated games and activities for a wide range of public: from teenagers to entire families.

## PROFESSIONAL EXPERIENCE

### UNDISCLOSED PROJECT

SPLASH DAMAGE

TBD

*Undisclosed project. Certain aspects from my profile that I benefit from are:*

- Systems design, prototyping and robust documentation.
- Integration of narrative, progression systems, content creation.
- Horizontal progression and robust systems to support monetisation models.

### DIRTYBOMB

SPLASH DAMAGE

NOV 2017 - APR 2017

*Online AAA Multiplayer First Person Shooter for PC in STEAM*

- System designer responsible of level progression, weapons, skills...
- Heavily involved in Analytics&Monetisation, designing solutions to improve retention, engagement and maintaining balance.
- Great understanding of the requirements and flow of a AAA project, working with Valve and stakeholders while maintaining the game's vision.

### HOT WHEELS RACE OFF

HUTCH GAMES

JUN 2017 - OCT 2017

*Racing FreeToPlay game with the popular toy car franchise*

- Level design, working closely with economy designers to achieve F2P goals
- Systems balancing and parameterization.
- Involved in the economy design, player progression and documentation.

### RACE KINGS

HUTCH GAMES

JAN 2016 - MAY 2017

*Worldwide AAA online mobile racing game for iOS and Android.*

- System designer responsible of gameplay and balance.
- Level design including tracks and other content.
- Metagame and feedback: worked closely with Economy Designers to polish and incorporated features improving retention and monetization.

### THATs YOU

SECOND IMPACT GAMES

APR 2015 - JUL 2015

*Party game for SONY Playstation 4© and mobile*

- Worked in the mobile-part of the game (the game is played with mobile phones in a Playstation 4), the project was split between several studios.

### WINCARS RACER

DRAGONJAM STUDIOS

AUG 2013 - DEC 2014

*Multiplayer Racing MOBA for PC (Steam).*

- Involved in the design of characters and battle/racing system.
- Involved in the design, balance and polishing of the gameplay.
- Involved in the metagame: Tournaments, Social features, Monetization...

## NON-DIGITAL GAMES

### EPIPHANY TABLETOP RPG

EPIPHANY TEAM

JAN 2014 - NOV 2014

*Tabletop RPG where players use their mobile instead of dice.*

- System design, involved in the gameplay, rules and complementary app.
- Worldbuilding and narrative: 200+ pages with content and campaigns.

### UNDISCLOSED PROJECTS

TBD

*Several projects pending review by the publisher. Amongst them:*

- A guide on How to Create an RPG. Narrative, progression, gameplay...
- Two other RPG's and one Youtube channel dedicated to design concepts.