

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
+ TWO YEARS LIVING IN THE UK
- SPANISH - NATIVE
- JAPANESE - NOKEN N4

SKILLS

GAMEPLAY DESIGN
Gameplay design of characters, mechanics, skills, camera, controls and overall balance. Game feel.

LEVEL DESIGN
Experience in RPG, Racing and Action games.
Advanced UNITY user and familiar with UE4.

FREE TO PLAY DESIGN
Metrics, monetization and retention.
Gameplay, Systems design and balance.

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 Unity, UE4, Excel, Adobe Suite, and strong writing and documentation skills. Strong C#

COMMUNICATION AND TEAM VALUES
Excellent communication skills, proactive. Passionate about videogames and requent follower of media and latest trends. Values teamwork and 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 an d coordinated games and activities for a wide range of public: from teenagers to entire families.

PROFESSIONAL EXPERIENCE

HOT WHEELS: RACE OFF

HUTCH GAMES MAR 2017 - CURRENT

Racing FreeToPlay game with the popular toy car franchise

- Gameplay design and balance.
- Level design.
- Involved in the economy design, player progression and documentation.
- Design aimed to young audiences.

RACE KINGS

HUTCH GAMES JAN 2016 - MAR 2017

Worldwide AAA online mobile racing game for iOS and Android.

- Gameplay design, responsible of different cars, attributes and balance.
- Level design.
- 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.

ROGUEDASH

FREELANCE JAN 2015 - APR 2015

Mobile Action RPG for Android.

- System designer responsible of all gameplay.
- Level design with theme and increasing difficulty.

WINCARS RACER

DRAGONJAM STUDIOS AUG 2013 - DEC 2014

Multiplayer Racing MOBA for PC (Steam).

- Gameplay design of characters, vehicles and battle/racing system.
- Level design
- eSports aspect: competitive balancing.
- Metagame design: Tournaments, Social features, Monetization...

NON-DIGITAL GAMES

EPIPHANY

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.

MESMERIA

PUBLISHER UNDISCLOSED JAN 2016 - JAN 2017

(Release date TBC) Fantasy Tabletop RPG with a complex magic system.

- System design: gameplay, rulebook, character balancing, testing.
- Worldbuilding, narrative, campaign ideas and documentation.