

EDUARDO LOZANO MUNERA

SENIOR GAME DESIGNER

edward.lm87@gmail.com
+34 615 45 24 78

PROFESSIONAL EXPERIENCE

*MOST REPRESENTATIVE PROJECTS, EXCLUDING OLDER AND SECONDARY PROJECTS

REALM OF THE MAD GOD

2020-2023 DECA GAMES/EMBRACER



Lead Design

- Gameplay/Systems Director
- Led multiple Game Design teams of up to 10 people each
- Oversaw game experience and business goals
- Defined overall design vision and goals with stakeholders and the team

DIRTYBOMB

2018 SPLASH DAMAGE



Systems Design

- Gameplay and combat design/balance
- Progression/Economy design
- Ability/Weapon prototyping
- UX design

METROID DREAD

2018-2020 MERCURY STEAM



Systems Design

- Combat design/balance
- Enemy and bosses design/balance
- Character Ability design/balance
- UX design



UNDISCLOSED AAA FANTASY GAME

2018 SPLASH DAMAGE

- 3rd person AAA action game, based on a Hollywood fantasy franchise
- Intended for PC and consoles. Cancelled due to management changes
- Systems/Progression designer and 3C prototyping

RACE KINGS / HOT WHEELS (MOBILE)

2016-2018 HUTCH GAMES

- Multiple F2P Mobile titles
- Systems/Economy design and balance
- Progression and Economy design

RELEVANT SKILLS

DESIGN PROFICIENCIES

- Excellent documentalist/specification skills, including:
 - Any type of specs/GDD/pitch/report in English/Spanish
 - Wiki-format documentation (Confluence, etc.)
 - Great presentations, diagrams and visuals (Mockups, Flowcharts, any diagram)
 - Proficient in most of Adobe Suite, Google Workspaces, Office, etc.
 - High quality, clear and informative mockups and UX prototyping
- Due to technical background, great communication skills with Technical dpts.
- Strong aesthetics sense and long experience working with Art/UX/UI departments
- Experience with Producers and Product Managers using Agile (SCRUM, Kanban...)

SYSTEMS DESIGN

My profile is highly specialized in the Systems Design area, including:

- Combat Design, including gamplay balance and finetuning
- Progression systems, particularly complex mechanics and metagame design
- "3C" (Character, Camera, Control) Design paradigm
- Economy design and data-driven paradigms, high analytical skills
- UX integration and prototyping for the best player experience

LEADERSHIP

- Lead of multiple Game Designer teams with up to 10 people each (remote)
- Involved in all stages of hiring, mentorship and team management
- Leadership training for 3 years under an ex Blizzard Team Manager
- Overseen games' vision, conceptualization and final experience

EDUCATION

- Computer Science Engineer (University of Granada)
- Master's Degree in Game Design (University Complutense of Madrid)

TECHNICAL

- High proficiency in Unity and Custom Engines, including scripting.
- Proficient in Unreal Engine 4/5 Blueprints and Level Editor
- Coding proficiency: C#, LUA, Javascript (High); C++, Python, others (Mid)
- Expertise in economy/progression systems modelling, including "sim" models with advanced Google Scripting/Machinations/other systems
- Able to prototype, provide specifications and test internal tools, alone or in coordination with a Technical department
- Experience with standard industry software:
 - Issue/Task trackers (Mantis, JIRA, etc).
 - Version Control (Git, Perforce, Subversion...)
- Proficient in DB/Analytics tools: Query/SQL languages, data visualization, etc.

SOFT SKILLS

- Cheerful, empathetic and sociable (as far as they've told me! :)
- Great experience in a fully remote company for 3 years in my last company
- "Communication is key" type of team member, aware of the needs of the team
- Able to establish clear and fair expectations and provide/receive feedback
- "Always learning" mindset, with strong work ethics
- Sneaky Smash Bros player (regional competitor in the past)
- Hobbies include gaming, fitness, and RPGs

EXTRACURRICULAR

PUBLISHED BOOKS (SPANISH ONLY)



El Viaje del Jugador
AMAZON, 2020
An introduction to Game Design for newcomers in the industry and students who want to know the basics of the profession.



Diseñar un Free2Play
AMAZON, 2023
A book about Economy Design in current F2P spaces, including an indepth look to progression systems and data driven design.



Epiphany
EL MONO ARAÑA, 2016
A scifi tabletop RPG, played with an App instead of dice (one of the first games using this system at the time).

SIDE BUSINESS

LACOORDENADA
www.lacoordenada.com (2023)
A company I cofounded where we research the latest AI technologies and their applications in game design. We sell courses and offer consulting services