

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.