Mario Lois
Game Designer

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🌐 **Portfolio Website**   in **LinkedIn – Mario Lois**   🎮 **Itch.io – m.l.shad**   🐦 **Twitter – @ML_Shad**

—— SKILLS

- Understanding of the basics of **Game** and **Level** Design, focused on making an **engaging** experience
- Strong **communication** skills, both **verbal and written**. Capable of documenting and pitching in a **concise** yet **detailed** way
- Strong **analytical** skills. Capable of **deconstructing** games/systems and extracting/assimilating core ideas
- Proficiency in **learning** and **adapting** to new situations
- Experience working **in-engine**, mainly on **Unity**, but also **Unreal Engine 4**
- **Management** skills, **collaborative** spirit and plenty of experience **working in teams**, having led multiple teams in college

—— EXPERIENCE

Flying Beast Labs - February 2020 - Present

Junior Designer - Magic Twins / A Rite from the stars Remaster/ Multiple unannounced projects

- **Level Design:** Design and **Unity in-engine** implementation of levels for **Magic Twins** (2D arcade couch-coop title)
- **Game Balancing:** Adjustment of **difficulty curve** and overall **flow** based on direct player feedback for **Magic Twins**
- **Enemy Design:** Define **behavior**, parameters, **state machine** and visual/narrative concept for enemies in **Magic Twins**
- **Pitching** of game/mechanic/feature ideas to the team and **reacting to feedback** in a constructive way
- **Documentation:** Formalize ideas into fully **detailed** yet **concise** documents, including visual aids such as **mock-ups**
- **QA and Testing:** Bug detection and **game analysis** geared towards **polishing** of multiple projects in the company

—— SOFTWARE

Unity, Google and Office Suite (Excel, PowerPoint, Word), Microsoft Visual Studio, Power BI, Adobe Photoshop, Illustrator, Premiere and Unreal Engine 4.

—— EDUCATION

Graduate in Videogames Design and Development - 2017-2021

ESNE - University School of Design, Innovation and Technology (Madrid, Spain)

Awarded with **Young Creator Scholarship** in the XI Edition of Young Creator Scholarships at ESNE

C1 level English, certified by ACLES

—— LATEST PROJECTS

Magic Twins - 2021
Game and Level Designer - Arcade Couch-coop 2D Color-matching Shooter with Cartoon/Kawaii magic setting
- **Designed** and implemented **all levels** present in the game. Worked with custom **Unity in-engine** tools to implement
- **Balancing** of the **difficulty** of individual levels and the overall difficulty curve by reacting to **player feedback**
- Worked on design and documentation for elements such as **Enemy Design**, **User Interface** and Bonus Level ruleset

Rotato - 2020 & Rotato Disc Jam - 2021
Game and Level Designer - Experimental Minigame Compilation based around Mousewheel control with ignorant artstyle
- **Designed** multiple **minigames**: mini-puzzles focusing on **player discoverability**, creating **comedic** situations and surprising players with varied uses of the **mouse wheel** as a **control** input, all condensed in less-than-a-minute experiences.
- Assisted with **art and animation** tasks. Created character art using Adobe **Illustrator**. Worked on animation, creating separate animation frames and implenting/animating them inside of Unity with usage of Animator and **Cinemachine** tools

Hippocratic Oath - In Development
Game Designer and Project Manager - Victorian era Surgery Simulator with heavy narrative Horror component
- Extensive **design documentation** for various departments, such as in-depth description of features for designers and programmers and fast-to-read reference documentation for artists
- **Team management**, scheduling and leading weekly meetings, setting objectives and tasks for each member along with deadlines and overall adjusting **production plans** adapting to the **team** and the members' **necessities**.