EDUARDO CUETO SOLA

Senior Game Designer

edcuetos@gmail.com

Senior Game Designer
KING, Remote
Jan 2025 - Jul 2025

• Joined a team working on meta features on Candy Crush Soda Saga. Bringing back to life old features and creating new ones.
• Managed to increase all the KPIs for the team significantly and the features that I released were received with praise by players.
• Led the design process behind solving several playability problems that the game was carrying for a long time.

Senior Game Designer
The Game Kitchen, Remote
Jun 2023 - Jun 2024

• Worked on All On Board! a VR platform for board games funded via Kickstarter. Challenges included player interactions, visibility and readiness of information, and translation of board game elements to a VR environment.
• Prototyped using Figma, Miro, UE4, and UE5.
• Managed a team of junior and mid-level designers, focusing on their growth and learning skills.

Senior Game Designer
Splash Damage, London
Nov 2020 - Jun 2023

• Designed core meta loop for an RPG. Including Characters, Level Progression, Abilities, Economy and Exploration.
• Prototyped combat and abilities using UE4 and later UE5.
• Worked together with Narrative Design in creating scripted Quests.
• Acted as Lead Game Designer managing a team of Senior Game Designers on creating a proof of concept for several features.

Senior Game Designer
Blackmouth Games, Madrid
Aug 2018 - Nov 2020

• Successfully pivoted an FPS game into an economy-focused Battle Royale with a twist in the genre.
• Prototyped and implemented different weapons and abilities.
• Designed several levels for an engaging experience on a Battle Royale.
• Prototyped on UE4, worked with Confluence and Photoshop.

Game Design Lecturer / Coordinator
ESNE, Madrid
Aug 2017 - Jun 2021

• Coordinated Games Degree at a High Level, increasing the number of students, and achieving national praise for the projects released and events organised.
• Taught Unreal Engine with a focus on Game Design, prototyping, and iterating different concepts.
• Tutorized last-year projects, giving them feedback on Game Design and working with students to make their games successful.

Game Designer
Gammera Nest, Madrid
Jul 2013 - May 2019

• Released several games on PS4, in collaboration with Museum Thyssen Bornemisza.
• Released more than 10 games on mobile, some of them with more than a million downloads.
• Managed several workshops to train new game designers.
• Worked on Unity and UE4, prototyping and designing levels and core loops.

Senior Game Designer.
Specializing in character design and gameplay balancing, I bring over a decade of experience in conceptualizing, developing, and refining game mechanics, focusing on Unreal Engine, F2P games, new feature ideation, prototyping, and player-first games.

Experienced as a Lead Designer, managing different teams through the project to

EDUCATION

Game Design
UDIT, Madrid, Spain
2013-2017

English Studies
UAL, Almería, Spain
2008-2012

History
UGR, Granada, Spain
2004-2008

SKILLS

Game Design Knowledge & Theory
Lot of experience with different genres and bringing to life new features

Unreal Engine
Expertise on prototyping and iterating game proposals

Communication Skills
Able to deliver ideas and concepts concisely

Player-focused Experience
Create designs with the player always in mind

Team Management
Worked as a manager in several roles with different team sizes

https://www.linkedin.com/in/educueto