



Javi Ansoleaga

Game Designer

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- [Portfolio](#)
- Madrid, España

I am a passionate Designer with 10 years of experience that values commitment and teamwork. Through my experience raising my own studio and then working in varied teams and projects, I developed good leadership and communication capacities. I learned to overcome all kinds of challenges with a flexible and creative approach to problem-solving, acquiring a valuable skill set as a Game Designer.

Today, I am looking for a new challenge to apply all my knowledge and dedication. I am eager to join a great team and add value to build fun and inspiring projects together.

PROFESSIONAL EXPERIENCE

LEAD GAME DESIGNER

05/2022 – 04/2024

OVERPOWERED TEAM

Madrid, Spain

Abyssals (PC): Joined the team to establish a new Design direction for the game, securing the publisher's support.

- Led the design vision from the ground up, improving workflows, creating documentation, balancing systems in-engine, and facilitating cross-department collaboration to ensure a unified approach to the game's development.
- Conducted regular meetings with the publisher, showcasing playable demos, explaining new mechanics, and securing buy-in for the evolving design direction.

SENIOR GAME DESIGNER

04/2021 – 04/2022

PARADOX INTERACTIVE

Stockholm, Sweden

Unannounced Project (PC): Worked as the principal Designer reporting to the Game director in a Grand Strategy Game.

- Spearheaded the initial stages of design with new proposals and prototypes. Creating full feature documents, flowgraphs, and UI/UX mockups or conducting brainstorming sessions with the Design team.
- Responsible for the Design and documentation of full systems like game map structure and generation; economy and progression at several levels of depth and early player interactions like exploration and faction customization.

Stellaris (PC): Contributed to the Live team for a couple months, focusing on updating, polishing, and balancing old content, as well as bug fixing, QoL improvements and designing new mechanics.

EXPERIENCED GAME DESIGNER

COFFEE STAIN STUDIOS

08/2020 – 02/2021

Skövde, Sweden

Satisfactory (PC): I worked alongside the Game Director on new mechanics for the game. From prototypes to full feature documents, flowgraphs, UI/UX mockups, and in-engine implementation and balance.

- In charge for the design of different features in the full development cycle of one of the game's updates, from concept to implementation, adapting to analytics and community feedback after release.
- Created different prototypes using Unreal Blueprints to test new combat mechanics and game systems.
- Kept constant communication with the team, keeping an open and self-critical attitude to ensure proper execution.
- Worked in balancing different progression systems, creating complete excel sheets and graphs for testing.
- Applied a critical and creative approach to proactively propose updates to improve the game feel and experience.

GAME DESIGNER

SABER INTERACTIVE

03/2019 - 05/2020

Madrid, Spain

Evil Dead: The Game (PC/Consoles): Worked with the Lead Designer in establishing the early concept for the game.

- Researched the market to make interesting proposals, creating GDDs in line with publisher's guidelines.

WWE 2K Battlegrounds (PC/Consoles): Joined the Design team to help reach the milestones late in development.

- Designed and documented combat mechanics, skills, and new game modes. Configuring them in Unreal Blueprints, while maintaining the game's accessibility and aligning with the game director's vision.

FOUNDER, GAME DESIGNER, CREATIVE DIRECTOR

EVOLVE GAMES

2014 - 2019

Madrid, Spain

In charge of the whole Design process including Gameplay, Systems, Character Design and Lore, Progression & Economy, Combat & Skills, Level Design, UI/UX, Documentation, etc. I learned to assess the grand scheme of a game, making educated decisions, overcoming technical limitations, and iterating with the team while preserving core design values.

- Established the creative direction and ensured coherence across all departments, partnering with artists and programmers to conceptualize and prototype new games or mechanics in Unity.
- Led design, testing, and balancing of new features, while supervising art production to align with the design values.
- Created and maintained extensive Design documentation, Excel sheets, pipeline documents and Publisher-ready docs.
- **Guardforce (PC/Consoles):** Post-apocalyptic Twin-Stick shooter. In development for 2+ years. [Demo Download](#)
- **Rescue Lander (Mobile F2P):** *Lunar Lander* re-imagined for modern mobile market. Released for Mobile in 2015.

SKILLS

- Proficient in Gameplay and Systems design, always coming up with new creative ideas while keeping awareness of the creative vision, the project scope and the final execution.
- Expertise in design workflow for Unreal and Unity engines, experienced in Blueprints, C# Scripting and 3D Art.
- Great documentation skills, capable of presenting organized and precise information at all production phases.
- Enthusiast communicator and team player, with great leadership and management skills.
- Ambitious self-learner capable of overcoming limitations and adapting to new workflows to find the best way to meet established objectives in a fast-paced environment.

SOFTWARE



LANGUAGES

Spanish - Native

English - Fluent

EDUCATION

MASTER IN ORGANIC MODELLING AND SCULPTING

CICE

2011 - 2012

Madrid, Spain

MASTER IN 3D ART, POST-PRODUCTION & EDITING

CICE

2010 - 2011

Madrid, Spain

HOBBIES

Apart from video games, I love to discover new boardgames with friends, go to the local climbing wall and dancing salsa. I never say no to a good movie or documentary, and I like to hang out with friends and have deep conversations on transcendent topics. :)