

# KAI XIAN LAN JI

GAME DESIGNER

## PROFILE

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My name is Kai Xian Lan Ji, a **Game Designer** based in Spain, with hands-on experience in **short and long-term projects** developed using **Unreal Engine 5** and **Unity**. I have always been an **analytical** and **solutions-oriented** person, driven by the challenge of finding creative ways to overcome obstacles.

## EXPERIENCE

### Game Designer

24-Pack Studios | January 2025 - December 2025

Developed **Not My War**, a 3D **isometric stealth and exploration game** with a day-night cycle that changes gameplay.

- Designed and documented core gameplay systems, more than **15 stealth encounters**, and game balance.
- Designed in paper and prototyped blockouts of **2 major levels composed of 8 sub-levels** each in-engine.
- Prototyped and implemented **interactive systems**, such as modular **door system**.
- Designed **tutorization of the entire game**, designing tutorial system such as **pop ups, hints and implicit tutorials**.

### Game Designer and Programmer intern

FiveXGames S.L. | April 2024 - July 2024

Worked on **Rush Commander**, a **survivor game** featuring **reinforcement mechanics** with a top view.

- Designed gameplay systems, including **6 perks upgrade trees**, over **4 random drops**, and **5 new enemy types**.
- Implemented and balanced progression, **5 difficulty levels on 5 levels**, and in-game drops functionality.
- Created a **QA testing guide** and performed extensive QA across the entire game.

## EDUCATION

### Masters' degree in Game Design

U-tad | October 2024 - October 2025

- Learning about game design theory; mechanics, dynamics and aesthetics, level design & prototyping in Unreal Engine.
- Development of a semi professional isometric stealth videogame with **industry experts mentorships**.

### Bachelor's degree in Game Design

Universidad Europea de Madrid | September 2020 - 2024

- Learning about every process of game development, **basics** of game design, 3D art, programming in C# and Unity.
- Developed **several projects in Unity & Unreal Engine**.

## SKILLS

- **Soft Skills:** Critical thinking, Problem solving, Adaptability, Fast-learner, Communication between departments.
- **Hard Skills:** Mechanics design, Level design, Gameplay design, System design, Documentation, Unity & Unreal Engine 5, C# & Visual Scripting, Balance, Prototyping, GitHub, Notion, Jira, Photoshop & Premiere, Blender & 3dsMax.

## LANGUAGES

- **Spanish** - Native
- **English** - Professional working proficiency
- **Chinese** - Limited working proficiency

## ADDITIONAL EXPERIENCE & PROJECTS

### Playtesting at Vermila Studios

- Conducted hands-on playtesting, taking detailed notes on gameplay flow, mechanics, and player experience.
- Collaborated with the game design team to share feedback, discuss findings, and suggest improvements based on testing insights.

**CHROMATICA** - First person puzzle game about colors.

Solo developed game | Bachelor's final project

- Designed an **implicit tutorization** experience, designed **over 10 levels & puzzles** and a **colorblind investigation**.
- Implementation of all mechanics, systems, and colorblind settings.

**Lost Memories** - First person 3D horror game.

Game Designer & Programmer | University project

- Designed core mechanics, more than **4 horror sequences** and main controller's game feel.
- Project's main programming.