

KAI XIAN LAN JI

GAMEPLAY & SYSTEMS DESIGNER

✉ kaixianlanji@gmail.com

🌐 <https://www.kaixianlanji.com/>

🌐 <https://www.linkedin.com/in/kai-xian-lan-ji/>

☎ +34 628999126

PROFILE

Gameplay & Systems Designer based in Spain, with hands-on experience developing projects in **Unreal Engine 5** and **Unity**. Focused on gameplay systems, progression, and player experience design, with strong prototyping and implementation skills. **Analytical** and **solutions-oriented**, driven by solving design challenges through playable systems.

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 AI for **3 major and 3 minor enemies**, including detection systems, state behavior and unique archetype roles.
- Designed the entire **game tutorialization** and **player experience flow**: gameplay readability and progression clarity.
- Prototyped and implemented **interactive systems**, such as **modular door system**.

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:** Gameplay design, Systems design, Progression Design, Encounter Design, Documentation, Balancing, Unity, Unreal Engine 5, C#, Visual Scripting, Prototyping, GitHub, Notion, Jira, Photoshop & Premiere, Blender.

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 tutorialization** 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.