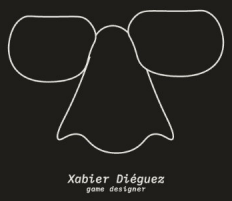
RESUME · 2026

Xabier Diéguez Gómez

Game Designer · Systems, combat and balancing



CONTACT

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HARD SKILLS

Game design

Systems design

Level design

Combat balancing

Game design documentation

SOFT SKILLS

Teamwork

Communication

Problem solving

Public speaking

Adaptability

TOOLS

Unreal Engine (Blueprints, C++)

Unity

Maya

Google Sheets / Excel

Notion · Confluence

Adobe Creative

LANGUAGES

Spanish ..... native

English C1

Cambridge C1 Advanced · 198

Galician .... native

PROFILE

Junior Game Designer. I focus on systems design and combat balancing, and I back every design decision with data. Open to game design internships and junior roles, with a focus on gameplay systems and balancing.

EXPERIENCE

Gameplay, Level and Quest Designer

2025–2027

Headcrack Interactive

PROJECTS

01 **Lucid Dreams** — 2025 · Unity · Headcrack Interactive

Gameplay and Level Designer. Helped design the core mechanics of the game and designed 2 levels.

02 **GUNHEAD** — 2025 · Unity · Headcrack Interactive

Combat Designer. In charge of player gunplay, gun mechanics and systems, and boss design.

03 **Egnis** — 2027 · Unreal Engine 5 · Headcrack Interactive

Combat, AI and Level Designer. Level design and the campfire system: four flames that are lost on defeat in combat and restored at camp. GDD in Notion.

EDUCATION

BA in Game Design

2023–2027

U-tad, University Center for Technology and Digital Art (Madrid). Final thesis on the state of the video game industry and data-driven design solutions.