ISABEL GOMEZ

Game Designer & Mathematician

I'm a game designer with experience in many aspects of development and design. My goal is to create games with great user experiences. I'm always looking for new challenges and I'm eager to adapt and grow as the game market does the same.

EXPERIENCE

PLAYNETIC **2024-present**
Math Director & Senior Game Mathematician
- Ensure quality of math models across the whole math team
- Refine mathematical tools, frameworks, and processes
- Shape long-term direction and strategy of game mathematics
- Mentor and support the development of mathematicians
- Design and develop math models for slot games
- Develop slot algorithms and game logic
- Build slot prototypes and run simulations to verify math and analyse distributions
- Develop slot libraries, frameworks, and tools

GREEN PANDA GAMES (UBISOFT) **2021-2024**
Senior Game Economy Designer
- Design and develop economy framework for idle games
- Analyze data, KPIs, and use information for data-driven design
- Develop and run full game simulations in C++ and C#
- Balance monetization and live-ops strategies

FREELANCE SLOT DESIGNER & MATHEMATICIAN **2021-2024**
- Design features and math models according to client's needs
- Make adjustments and balance existing slot math
- Add feature buy and additional RTP options to existing slots

PG SOFT **2018-2021**
Game Designer & Mathematician
- Designed slot machine features and mechanics
- Developed math models on Excel
- Developed slot machine algorithms and game logic in C++ and C#
- Ran simulations to verify math, analyze distributions, and statistics
- Developed slot prototypes in Unity
- Balanced slot machines for different markets to fit different win distributions

ANINO **2016-2018**
Lead Game Designer
- Designed and balanced game economy for a social casino app
- Designed and balanced game features using data-driven design
- Oversaw analytics design and data analysis
- Did continuous retention and KPI analysis for each release cycle
- Developed math models and designed features for slot machines

ANINO PLAYLAB **2015-2016**
Game Designer
- Designed game features, quests, levels, new puzzles, and mechanics
- Wrote story for quest feature and gameplay
- Balanced levels and features based on game testing and data
- Designed and balanced monetization features

PROFESSIONAL SKILLS & EXPERTISE

- Slot machine math, design, and balancing
- Slot prototyping and simulation
- Slot data analysis
- Economy design & balancing
- Data analytics & data-driven design
- Game balancing
- Retention analysis

CONTACT

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LINKEDIN
linkedin.com/in/isabelpgomez

PROFICIENCIES

LANGUAGES

English (Native)
Spanish (Intermediate)
Filipino (Intermediate)

TOOLS

Development: Unity, Visual Studio, XCode, Github, Sourcetree, Bitbucket, Microsoft Office, Google Suite

Project Management: Jira, Confluence, Podio, Trello, Slack, HipChat, Google Workspace

Analytics: IBM DB2, Tableau, Flurry, Swrve

Creative: Photoshop, Blender, Flash, GIMP

PROGRAMMING

C++ (Advanced)
C# (Advanced)
Java (Advanced)
HTML (Intermediate)
CSS (Intermediate)
SQL (Intermediate)
Python (Basic)
Javascript (Basic)
Swift (Basic)
PHP (Basic)

EDUCATION

CIIT COLLEGE OF ARTS AND SCIENCE
Game Design and Development

UNIVERSIDAD ANTONIO DE NEBRIJA DE MADRID
Humanities and Hispanic Studies