SERGI SUBIRATS

Contact information

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PERSONAL STATEMENT

Game systems designer with an expertise in game balance and a keen eye for detail. Player focused.

WORK EXPERIENCE

February 2022 — Current

Senior Game Designer - Bohemia Interactive

Arma Reforger

Feature Owner of 7 features.

Took mostly production, design, and implementation duties.

November 2020 — April 2021

Senior Game Designer - Japanese Ammo no Misa

Unnanounced project. Designed all systems and features.

June 2019 — September 2020

Senior Game Designer - Cirsa

Designed all systems and features of three f2p games.

February 2018 — June 2019

Lead Game Designer - Flatter than Earth

Once upon a Puppet

Designed all game systems and features.

Supervised and mentored two level designers.

Directed the coordination with the other departments.

February 2016 — February 2018

Game Designer - Ubisoft Barcelona Mobile

Might & Magic: Elemental Guardians

Designed combat & gameplay for over 500 characters.

Supervised integration of the game's theme and lore.

Directed sound and music for the experience.

EDUCATION

October 2011 — April 2015

Universitat Pompeu Fabra

Computer Engineering BSc

Major in Technologies of Information and Human Computer Interaction.

OTHERS

Chess player competing at a professional level.

Teacher with about 16 years of experience.

Certified Scrum Master.

Spanish, Catalan: Native

English: Fluent

Japanese: JLPT N3

CREDITS (excerpt):

· **Bohemia Interactive:** Arma Reforger. (Senior Game Designer)

· **Japanese Ammo no Misa:** Unnanounced Game (Senior Game Designer)

· **Social Games:** Multiple projects - Desktop/Mobile (Senior Game Designer)

· **University of Barcelona:** Teaching game development, receiving a 9.65/10 score from my students. (Professor)

· **Flatter than Earth:** Once Upon a Puppet (Lead Game Designer)

· **Ubisoft:** Might & Magic: Elemental Guardians (Game Designer)

· **Winko Games:** Forge of Titans (Quality Assurance, Data Scientist)

· Conducted two web experiments on learning difficulties in people with dyslexia for **Carnegie Mellon University**, published in W4A (2016) and cited in ASSETS (2017).

· **Matt Glanville:** Multiple projects - Desktop/Nintendo Switch/Xbox/PS4 (Localization)

· Assisted in numerous independent projects in various capacities, including Hang Line by **Ed Kay**.