Rafael Lewis

SYSTEMS DESIGNER

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📍 United States, New York, NY

SKILLS

Proficient in data analysis and balance metrics	Expert
Skilled in economy balancing and player progression systems	Expert
Strong knowledge of game mechanics design and difficulty scaling	Expert
Experience with Python, C++, and SQL	Expert
Effective in data-driven decision-making	Expert

PROFESSIONAL SUMMARY

Analytical and detail-focused Systems Designer with a strong foundation in designing game mechanics and balancing systems. Deep expertise in progression systems, economy balancing, and player feedback loops.

EXPERIENCE

July 2022 - Now

Systems Designer

Ubisoft / United States, New York, NY

- Design and balance economies, including in-game currency, progression systems, and item rewards to boost player retention.
- Collaborate with analysts to analyze player data and conduct extensive playtesting to improve system balance.
- Implement adjustable difficulty scaling to suit various player skill levels.
- Develop monetization strategies that prioritize player satisfaction and fair play.

April 2021 - June 2022

Junior Game Designer

King Games / United States, Brooklyn, NY

- Contributed to core mechanic design, balancing item drop rates and reward systems for mobile games.
- Conducted QA testing to identify balance issues within gameplay mechanics.
- Analyzed player feedback to make iterative improvements to systems.

EDUCATION

2017 - 2021

Bachelor of Science in Computer Science and Game Design

New York University / United States

Game Data Analytics

edX / 2022

Monetization Design in Games

Game Design Online Academy / 2021