Manel Tso
Game Designer
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About me

I am a game designer with technical background. I am good at analytics, balancing, systems and feature design.

I consider myself a problem solver, team player and detail oriented.

My passion for games is broad but my focus is mobile F2P.
Working on long lasting products is what makes me feel prouder.

Qualities

- Product and KPI oriented.
- Lateral thinking and creative.
- Very good in Excel and analytics.
- Proactive and flexible.
- Dynamic and optimistic.
- Very demanding with myself.
- Focused on results.
- Extensive knowledge of the market.
- Critic and open to feedback.

Education

ETC - Carnegie Mellon   2011 - 2012

MCDEM   (Master in Creation and Design)

La Salle   2006 - 2010

Degree in Multimedia Engineering.

Coursera

- Gamification.
- Game Theory.
- Combinatoria.
- Psychology of money and irrational behaviour.
- Story and narrative for games.

Unity

- Courses for 2D, 3D and UI.
- Live sessions and project tutorials.

Experience

I have 6 years of experience in mobile F2P in various roles Live Ops, features, systems, balancing and prototyping.

Zeptolab   2018

C.A.T.S. - Live-ops, Game Designer

My mission was to create expand and optimize a live Ops system to boost the game economy and revive the game revenue.

Undisclosed title - Main Game Designer

Unreleased game for a new platform. I was the game designer in charge of all: gameplay, systems, UI, ...

Innogames   2015 - 2017

God Kings - Main Game Designer

This game was a MMORTS inspired in Game of War.
I brought the game from concept to soft launch.
My role in the project was broad, systems, economy and balancing and owning the creative vision.

Social Point   2012 - 2015

Dragon Stadium - Senior Designer

From concept to soft launch I was the main designer of the project.

Dragon city - Main Game Designer

I was in charge of the mobile team, designing, balancing and iterating new features, systems and events. Also in charge of the Live-ops creating new content and scheduling the optimal performance.

Monster legends - Game Designer

Social Empires - Live-ops, Game Designer

Witelist - UI/UX   2010 - 2012

Location based messaging app with deals and cupons.