

Adolfo Moreno Fort

Product Director (Games · Live Ops) & Multi-Agent AI Engineer

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PROFILE

- The deadline is part of the product — 10+ commissioned live productions over 10 years, delivered on the date promised.
- Economies with real money in them — progression, a V-Bucks battle pass adopted across 4 maps, and pricing as my most frequent role across 20+ islands.
- I say what I did not do — every figure stated at the precision I can defend; NDA'd work marked, not hidden.
- I direct and I build — core team of 5 on an island 65,000 played at once; the enforcement layer of a 19-agent system, measurement published.

EXPERIENCE

Independent / Self-employed 2026 – Present · Barcelona / Remote

AI Engineer — Multi-Agent Systems

- Built a 19-agent LLM orchestration system for production solo (13 Claude reasoners + 6 DeepSeek workers): artifact-based handoffs, a specialised agent roster, human stop-gates and a per-run audit trail.
- Enforcement by design, not good faith: advisory rules produced 0/3 compliance right after canonization, so I replaced them with deny-by-default hooks — all 9 blocked tool-calls across 7 runs, 4 allowed only via explicit logged override, 0 unauthorized writes. Verifiable by script.
- Extracted the reliability layer into loopward (open source, pip-installable, offline demo, CI-verified) and published the measurement with reproducible numbers. Multi-LLM routing with cost optimisation per task type.

Lexosi (Independent Studio) 2022 – 2026 · Remote

Project Director — Game Design & Live-Ops (Fortnite / UEFN)

- Game Designer and de-facto PM of 5-6 complete UEFN islands end to end, leading a core team of 5: market scouting — concepts proven on Roblox, adapted to Fortnite's audience and platform constraints — mechanics and mode design, economy and progression, playtesting, and live-ops iteration on real player data.
- The Fall Guys-collab island peaked at **65,000 concurrent players** — #1 most-played island globally across all of Fortnite for several hours on day 2 of the collaboration, and #1 in the Fall Guys category for two weeks, ahead of Epic's own official maps.
- Designed and shipped a battle-pass system with in-island V-Bucks monetization (VIP pass, level purchases, score multipliers), built as a reusable framework: adopted across 4 maps by the time I left.
- Contributed to 20+ further UEFN islands in specialist roles — gameplay programming (Verse), configuration, 3D modeling, mechanics design and, most often, pricing strategy for integrated V-Bucks micro-purchases.

Independent / Self-employed 2016 – Present · Remote

Production Director — Live-Series & Events (Gaming)

- Directed 10+ commissioned live-series and event productions over 10 years, starting with ARK: Survival Evolved in 2016 and expanding — at the creators' request — to GTA V, Minecraft, Rust and more, for the top Spanish-speaking creators: Rubius, Vegetta777, Willyrex, Alexby11, xFarganx, sTaXx, Los Noobs, among others.
- They kept commissioning me across different games because what traveled was the execution: research, team assembly, budgeting, game systems and world rules, daily content design so each creator had fresh material every episode, live operations on running servers, and integrated in-game purchase systems in several productions. Game-agnostic by track record; all series publicly verifiable on YouTube.
- Founded and ran Tomatecraft, my own Minecraft network — the product decision that made it work was Java (PC) and mobile crossplay, when almost no server offered it. Same director role on large branded Minecraft events: core team of 5, up to 20 contributors.

Lexosi (Independent Studio) 2016 – Present · Remote

Content Creator — Lexosi Plays (YouTube)

- Verified channel grown past half a million subscribers (~577K). Technical and product communication at scale: discovery, retention, community, and audience growth under live production pressure.

EDUCATION & CERTIFICATIONS

Java Certification — IT Academy Barcelona

SKILLS

AI / LLM: multi-agent orchestration, enforcement design, human-in-the-loop gates, multi-LLM routing, Claude Code, DeepSeek

Product: game economy and progression design, pricing, live-ops, scope control, stakeholder management

Engineering: Java (certified), Python, Rust, Verse / UEFN, Blender, Git **Languages:** Spanish, Catalan, French (native) · English (professional)