

Skills

Game Design:	Level Design and Blocking, Iterative Design, Puzzle Design
UX Design:	Conduct Playtest, Write Playtest reports, UI Prototyping
Game Engines:	Unity 2018, Unreal 4
Programming:	Languages: C#, C++, Blueprints
Applications:	Maya, Adobe Photoshop, Perforce, JIRA, Microsoft Office, Asana

Work Experience

Video Game Production Intern | Cartoon Network (*Teeny Titans Go Figure!*, *Ben 10 Alien Exp.*) June 2018 – Aug 2018

- Provided production support to Producers by reviewing game features and capturing footage and images for the marketing team.
- Verified if bugs on *Teeny Titans Go Figure!* were fixed from the current build and found several bugs reemerge in newer builds that were reported back to the developers to fix.
- Improved the usability of *Ben 10 Alien Experience* by correcting an error that offset the horizontal plain the AR game before gameplay.

Quality Assurance Tester | USC Game Innovation Lab (*Waldon, a Game*) Oct 2015 – Aug 2016

- Reviewed the experience goals of the game by playing through the game and sharing my experience with the design team.
- Verified that quest lines were working correctly by finding the conditions that cause the quest to break.
- Wrote descriptions for bugs in the game and the steps it took to reproduce them.

Project Experience

Game Designer | Independent (*Wildbrew*) Apr 2017 – May 2018

- Designed the level in the third-person adventure puzzle game that incorporated the players throwing mechanics and potion-brewing mechanic.
- Improved the player's ability to perform the tutorial by changing the number of resources available to the player and guiding them to the desired resources and solution.
- Completed and fully implemented the fairy circle game mechanic which as small puzzles that reward players with a secret collectible.
- Lead the development of unique plants that reward the player for experimenting with the wildlife of the game with rare potion-brewing ingredients

Game Designer | Independent (*Cute Animals and Tough Questions*) Oct 2017 – May 2018

- Refined the user experience by balancing the flow of questions and animal sections in the experience.
- Wrote several questions that asked the players to share personal information and encourage the players to bond and better understand each other.

Lead User Researcher | Independent (*Chataclysm*) Aug 2016 – May 2017

- Ran over ten playtest that streamed through Twitch.
- Consolidate feedback from playtest to help designers and engineers refine the visual feedback a viewer of the stream would feel from participating in the game.
- Conduct playtest and wrote playtest reports that revealed that players were unsure if their inputs to the twitch chats were affecting the gameplay.

Education

University of Southern California – B.A. in Cognitive Science with Computer Science Emphasis **2018**
Minor in Video Game User Research

Leadership: Founder of Eco-op (Student Coop with an environmental focus), Senior Producer for Trojan Arcade (Videogame TV Show), Co-Chair for Hermanos Unidos (Latino Student Group), Steering Member for USC Parkour club

Languages and Interests

Spanish (Moderate - Fluent), **French** (Beginner)

Salsa Dancing, Cooking, Writing, Comics (Marvel), Podcasting, Watching Video Essays