

CRISTIAN GUZMAN

Technical and Systems Game Designer

(707) 567-2003 | cristianguzman01@gmail.com | San Jose, CA | www.linkedin.com/in/cristian-guzman/ | cristianguzman.com

HIGHLIGHTS

Game Designer with 6 years in AAA studios, specializing in systems design, in-engine rapid prototyping, and tools-driven workflows from early concept through full production. Experienced in cross-functional collaboration across both in-person and remote-first teams, with deep expertise in building complex, action-driven gameplay systems and player experiences.

EXPERTISE

Design: Weapon Design | Gadget Design | Combat Design
Unreal Engine: GAS | Animation Graphs | Logic Driver Pro State Machines (LDP) | Behavior Trees

TECHNICAL SKILLS

Game Engines: Unreal 5 | Unity
Programming Languages: C++ | C# | Unreal Blueprints | Python
Applications: Perforce | JIRA | Confluence | MS Office Apps | MS Teams | OBS | Video Editing Software

PROFESSIONAL EXPERIENCE

THE INITIATIVE (*PERFECT DARK*) | Santa Monica, CA / Remote

Technical Game Designer

Oct 2021 – July 2025

- Conceptualized 20+ weapons and gadgets and authored accompanying design docs and pitch decks; several designs were featured in the **2024 Xbox Showcase**
- Designed and prototyped 3 modular weapon systems delivering 10+ functional combinations, enabling flexible combat/puzzle-solving mechanics and expanding player expression
- Implemented 50+ weapon and gadget animations using **LDP state machines**, creating responsive action sets and supporting a wide variety of gameplay scenarios
- Developed social stealth systems for narrative-driven levels in collaboration with level design, AI design, and narrative leadership, crafting stealth sequences that challenged player decision-making and heightened narrative immersion
- Designed and implemented player progression systems, including 20+ upgrades and interactive objects, to alpha functionality
- Coordinated feature development across multiple co-dev studios in four time zones, ensuring clear communication, aligned priorities, and smooth integration across disciplines

Associate Technical Game Designer

June 2019 – Oct 2021

- Supported level designers building levels while also educated them on how to use the **Unreal Engine**
- Built the first iterations of world objects for levels i.e. doors, explosive barrels, keys and locks
- Maintained **Confluence** design documents and wrote tutorials for the team on how to use world objects

CARTOON NETWORK GAMES (*Teeny Titans Go Figure!*) | Atlanta, GA

Game Production Intern

June 2018 – Aug 2018

- Provided production support by reviewing game features and capturing footage and images for the marketing team
- Continually verified the fixed status of bugs in the different builds of *Teeny Titans Go Figure!* and report back which bugs failed to be reported as fixed
- Improved the usability of *Ben 10 Alien Experience* by documenting AR anchoring errors critical to core gameplay loop

EDUCATION

BACHELOR'S DEGREE | Cognitive Science with Computer Science Emphasis | University of Southern California

2014 – 2018

MINOR | Game Design and User Research