André Pascual

Game Designer and Gameplay Programmer
pascualgamedesign@gmail.com | Website | LinkedIn

Technical Skills

- C++, C#
- GSC
- Radiant
- Unity
- Unreal Engine
- Prototyping
- Design Documentation
- GitHub
- Perforce

Experience

Treyarch | *Game Design Intern*   May - August 2022

- ★ Collaborated with Multi-Functional Team to design and develop a vehicle test map.
  - ○ Met with stakeholders to help develop the feature list and identify goals for the test map
  - ○ Implemented features to support Damage and Destruction states across all vehicle and weapon combinations
  - ○ Created space to support Vehicle Physics and Suspension Tuning across multiple terrain types and geometry features.
  - ○ Developed skill using Radiant and GSC, in-house scripting language, to successfully implement vehicle test features.
  - ○ With my design team, presented the completed vehicle test map in a Studio-wide Showcase.
- ★ Designed Zombie gameplay objectives and incorporated feedback from Design Leadership and Zombies Team

Notey Inc. | *Game Developer*   September 2021 - May 2022

- ★ Designing a mini-game that requires the player to play certain notes to reach the next platform
- ★ Implementing a system to measure how precise the player's input is to the beat
- ★ Coordinating with engineers to generate levels automatically using song notes
- ★ Articulating to coworkers a general game dev cycle and how best to apply it to our project

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Projects

Wheelin' and Mealin' **|** *UE4, Co-op Cooking and Driving Game*   May 2020 - May 2022
USC Games Advanced Games Project - **Technical Designer**

- ★ Prototyping a tutorial level to teach the players the core game loop
- ★ Establishing 4 vehicle power ups to encourage teamwork and communication between players
- ★ Scripting (Blueprints) car traffic on the roads to add more challenge to driving
- ★ Greyboxing 3 districts of the city to feel charming and to encourage exploration

Serpent Showdown **|** *Unity, 3D Arena Fighter*   June 2019 - May 2020
USC Games Advanced Games Project - **Lead Designer**

- ★ Published to Steam
- ★ Directed 2 designers to establish combat mechanics to be accessible as well as intense
- ★ Iterated on animation timing, combat mechanics, and arena metrics to create a cohesive experience
- ★ Created design documentation and made iterations based on feedback/playtesting

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Education

University of Southern California   Graduated May 2021
Bachelor of Science, Computer Science (Games)