André Pascual

Gameplay and Engine Programmer

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Education

University of Southern California   Graduating May 2021

Bachelor of Science in Computer Science (Games)

Courses

Discrete Methods in Computer Science   Video Game Programming

Data Structures and Object Oriented Design   Programming Game Engines

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Technical Skills

C++, C#, Unity, Unreal, Blueprints, Rider, Perforce, GitHub, Visual Studio

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Projects

Tech Designer on *Wheelin' and Mealin'*   May 2020 - Current

Unreal, Blueprints, Perforce   *itch.io Page*

- ★ Concepting and implementing mechanics for a 2-player, online co-op, cooking and driving game
- ★ Making power-ups that encourage teamwork and affect aspects of driving
- ★ Prototyping car traffic to follow and transition between different road splines
- ★ Helping set up animated UI elements for driver feedback
- ★ Working with an interdisciplinary 35-person team

Engineer on *Dreamland Confectionary*   Dec 2020 - Current

C#, Unity, Rider, Perforce   *itch.io Page*

- ★ Working with 3 other engineers on a 21-person team to create an open world, adventure and crafting game
- ★ Programming systems for crafting and inventory management
- ★ Connecting UI to cleanly display item information
- ★ Under NDA/Proprietary Code

Solo Engineer on *Simple Game Engine*   August 2020 - Dec 2020

C++, DirectX, HLSL, Github, Visual Studio   *Demo Video*

- ★ Created a simple engine in the Programming Game Engines course
- ★ Programmed shaders post processing with DirectX and HLSL
- ★ Implemented a job system to handle multiple game object animations in parallel
- ★ Practiced test-driven design for physics collisions with bounding boxes and raycasts

Engineer and Designer on *Mochi Madness*   January 2020 - May 2020

C#, Unity, Visual Studio, Perforce   *itch.io Page*

- ★ Co-designed and programmed a local, 2-player, competitive action game
- ★ Developed core gameplay mechanics of throwing objects and other players
- ★ Programmed unique properties for objects and arenas to diversify gameplay
- ★ Included support for input from both keyboard and game controllers

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Extra-Curricular

Student Assistant for *Intro to Game Dev* and *Game Dev for Designers*   August 2020 - Current

C#, Unity, Perforce

- ★ Tutoring undergraduate and masters' students with C#, Unity and Perforce
- ★ Communicating clear and thorough information quickly and efficiently
- ★ Assisting professor with lectures and workshops in a 20+ person class