André Pascual

Game Designer and Gameplay Programmer

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Technical Skills

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

Experience

Treyarch | *Game Design Intern*   May - August 2022

★ Collaborated with a Multi-Functional Team to design and develop a vehicle test map by determining a robust feature list and identifying core gameplay goals for the map.
★ Scripted features to support Damage and Destruction states across all vehicle and weapon combinations.
★ Attended weekly design stand ups and reviewed my work with the Design, Engineering, Audio, and VFX teams.
★ Developed skill using Radiant and GSC(in-house scripting language) to successfully prototype vehicle test features.
★ Designed Zombie gameplay objectives and incorporated feedback from Design Leadership and Zombies Team
★ Playtested weekly internally to gather user feedback about game feel and bug tracking.

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

★ Developed mini-games in Unity for *Notey's World*, an educational music game for mobile.
★ Procedurally animated the player movement and linked it to the tempo of notes played by the user to produce a satisfying smooth game feel.
★ Coordinated with 3 engineers to generate levels automatically corresponding to song notes.
★ Reviewed other engineers' code and actively communicated revisions and changes.
★ Articulated best practices to the team and how best to apply them to our project.

Projects

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

★ Rapidly prototyped and iterated on a tutorial to teach players the core game loop.
★ Established vehicle power-ups that encourage teamwork and affect aspects of driving.
★ Scripted (Blueprints) car traffic to follow and transition between different road splines.
★ Collaborated with an interdisciplinary 35-person team to develop a polished demo.

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 setups, and arena metrics to create a cohesive experience.
★ Created design documentation and made iterations based on feedback/playtesting.

Education

University of Southern California   Graduated May 2021

Bachelor of Science, Computer Science (Games)