

# 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

### Engineer on *Confectionary*

Dec 2020 - Current

C#, Unity, Rider, Perforce

- ★ 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

### Tech Designer on *Wheelin' and Mealin'*

May 2020 - Current

Unreal, Blueprints, Perforce

- ★ Concepting and implementing mechanics for a 2-player, online co-op, cooking and driving game
- ★ Making power ups that affect aspects of driving
- ★ Prototyping car traffic on the roads by having cars transition between different splines
- ★ Working with an interdisciplinary 35-person team

### 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 in each game stage
- ★ Implemented different characteristics for the stages in the game

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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