**Vivian Giacobbi**

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Technical designer and programmer with 6+ years of experience seeking senior-level design position on action-oriented and sandbox games.

# Professional Experience

**Playable Worlds,** San Marcos, CA

September 2021 - June 2024

*Stars Reach*

**Technical Designer**

January 2023 - June 2024

* Product owner and lead programmer on enemy aggro tracking, bullet hell-style powerups, procedural boss encounters, player death, and resource/crafting loop.
  + Major experience with a proprietary Typescript scripting engine.
  + Engine code via Unity C# ECS.
* Drove fast-action gameplay on AWS-hosted servers.
* Coordinated gameplay engineers, artists, animators, and sound designers.

**Prototype Designer**

September 2021 - January 2023

* Designed and documented major systems such as player controls, action-combat, and weapon progression.
* Created and owned comprehensive prototypes for UI, character movement, progression systems, and procedural environment decoration.

# Education

**Arts, Technology, and Emerging Communications BA, May 2021**

University of Texas at Dallas, Richardson, TX

# Skills

* Typescript, V8
* C#
* Unity Engine
* ECS
* Technical Design
* Game Design
* Digital Art
* Copy Editing