

Wilson De Jesus Castillo

GAMES DESIGNER

Contact

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Profile

My goal as a Games Designer is to create games with imagination and player experience at the forefront. Passionate about visual storytelling and level design. Holds a bachelor's in game design. Seeks to gain experience and knowledge within the games industry.

Relevant Experience

GAME DESIGNER, LEVEL DESIGNER & PROGRAMMER

SEP 2021
– DEC 2021

Full Sail University – Winter Park, FL

- *Falldown* (PC)
- Was in a team of 7 designers to construct the game's mechanics, overarching goals and game flow.
- Used the Unity Engine along with C# scripting to bring the game to life.
- Was a part of the creation and evolution of the game's design document in which contained information that persisted throughout the development cycle.

Education

(December 2021)

Bachelor Of Science in Game Design,
FULL SAIL UNIVERSITY
– Winter Park, FL

Key Skills

Game Design

- Game System Design
- Game Prototyping and Scripting

Programming

- C#
- Unreal Blueprint System

Software

- Unity Engine
- Unreal Engine
- Version Control (Perforce)
- Microsoft Office & Google Suite
- Adobe Photoshop
- Atlassian Suite

General

- Highly Adaptable
- Proficient in Math
- Bilingual in English and Spanish

LEVEL DESIGNER

JUL 2020
– NOV 2020

Full Sail University – Winter Park, FL

- *Project SCRAPS* (PC)
- 5-month long project to create a level from scratch. Techniques such as block-outs and modular pieces were used to expediate the process.
- Followed game documentation to make the level truly a part of the SCRAPS world.
- Was created inside the Unity Engine.