



Aaron Bruno

Level Designer

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PROFILE

Level Designer with over 4+ years' experience in creating games in team sizes ranging from 1 to 10+ teammates. Published several games with a recent launch of BALLISTIC on Steam where I led a team of 11 over a 6 month period as the Production Lead and Level/Technical Designer. 3+ years work experience in leading and managing teams of 20+ people in high intensity environments. Looking to bring my skills and start my career in the game industry.

EDUCATION

B.S. in Computer Science: Game Design

Sep 2020 - June 2024

University of California, Santa Cruz

- Related Coursework: Game Design Studio, Game Production Studio, Game AI, Game Technologies

WORK EXPERIENCE

Group Tutor - Foundations of Video Game Design, University of California, Santa Cruz

Jan 2024 - April 2024

- Collaborated with teaching staff to enhance student learning experiences
- Facilitated discussion sections to support students' understanding of course material
- Provided personalized assistance through tutoring sessions for code debugging, playtesting or Q/A

Student Supervisor - Dining Hall, University of California, Santa Cruz

Jan 2023 - Jan 2024

- Worked closely with management and staff to improve the dining hall's customer and worker satisfaction
- Managed teams of 20+ dining hall student workers to ensure quality and efficient service throughout the dining hall
- Completed administrative tasks such as reviewing and submitting timesheets for over 200 dining hall student workers

Food Service Worker - Dining Hall, University of California, Santa Cruz

Aug 2021 - Jan 2023

- Provided a welcoming dining experience and exceptional customer service
- Interacted with customers and resolved customer complaints in a friendly and helpful manner
- Accurately and efficiently performed various tasks such as handling food, processing financial transactions and cleaning

NOTABLE PROJECTS

BALLISTIC - Production Lead & Level+Technical Designer

Jan 2024 - Present

- Led a team of 11, during a 6 month period, in the creation and publishing of BALLISTIC, an online multiplayer dodgeball game (*made with Unity, [available on Steam](#)*)
- Facilitated team meetings, oversaw production timelines, and utilized Miro to increase productivity and organization
- Designed and implemented 5 unique maps while assisting in implementing 5 other maps ([learn more here](#))

Witch Craft - Character/Enemy Artist & Map Designer

Nov 2023 - Dec 2023

- Collaborated with 2 others, during a 3 week period, in the creation and launch of Witch Craft, a singleplayer magic shooter rogue-lite with crafting elements (*made with Unity, [available on Itch.io](#)*)
- Created the main menu map + UI. Features a variety of lighting, SFX, and VFX to create an immersive main menu
- Modeled, textured and animated the character and enemies using Blender in a low-poly art style

TECHNICAL SKILLS

Game Engines & Tools: Unity, Unreal Engine, Blender, Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Git, VS Code

Scripting & Programming: C#, C++, C, Python, JavaScript, TypeScript, HTML5, CSS

Miscellaneous: Miro, Trello, Slack, Figma, Google Suite