Daniel Acevedo

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EDUCATION

University of Southern California / MFA Interactive Media and Game Design
May, 2027 | Los Angeles, CA
- Relevant Coursework: Game Development for Designers, Design for Interactive Media, Experiments in Interactivity, Narrative Design Workshop

UC Santa Cruz / BA Art & Design: Games and Playable Media, *Cum Laude*
June 2024 | Santa Cruz, CA
- Relevant Coursework: Game Design, Interactive Storytelling, Character Creation in Games, Generative Design, User Experience, Computer Programming for the Arts

EXPERIENCE

Game User Interaction and Intelligence Lab / Lead Narrative Designer
August 2023 - April 2024 | Santa Cruz, CA
- Led the narrative development and design of an Alternate Reality Game, called LUX 2.0
- Contributed to the development of the narrative for puzzles and the overall challenges within the game

UCSC Veterans Resource Center / Lead Administrative Specialist
September 2022 - December 2024 | Santa Cruz, CA
- Utilized exceptional communication skills to guide military-connected students in accessing educational benefits, ensuring clarity and responsiveness to individual needs
- Incorporated feedback from students into a successful budget increase proposal, demonstrating the ability to take direction and advocate for team goals

United States Army / Team Leader
September 2015 - August 2019 | Anchorage, AK
- Maintained and organized critical records and information systems, demonstrating strong attention to detail and the ability to handle sensitive data
- Effectively managed resources, overseeing supplies and equipment valued at over $500,000

PROJECTS

Potion Problems / Usability Researcher
September 2024 - Present | Los Angeles, CA
- Led playtests and user interviews to gather feedback on game mechanics and user experience for an Advanced Game Project developed in Unreal
- Collaborated with other teams to identify and resolve usability challenges, improving overall game accessibility and player satisfaction

Turtle Tanks Defense / Solo Developer
September 2024 - October 2024 | Los Angeles, CA
- Developed a 3D Tower Defense game using Unity 3D to raise awareness about the harmful effects of plastic pollution on marine life

SKILLS

Programming Languages: C++, C#, Java, Python, HTML, CSS, JavaScript
Game Development: Unity, Unreal, Scripting, Perforce
Other: Playtesting, Prototyping, Storytelling, Leadership, Problem solving, Fluent in Spanish