
Daniel Acevedo | acevedod@usc.edu

Game Designer

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danielacevedo.games

SKILLS

Unity, Unreal Engine 5, C#, C++, Unreal Blueprints, JavaScript, Perforce, Git Technologies

EDUCATION

University of Southern California - *MFA Interactive Media & Games*

May 2027 | GPA: 4.0

University of California Santa Cruz - *BA Art & Design: Games and Playable Media*

June 2024 | GPA 3.9; Cum Laude

EXPERIENCE

Masterworks of Horror - *Lead Narrative Designer*

MAY 2025 - PRESENT

- Researched and analyzed classic literary works to extract thematic elements and characters for an upcoming PVP card battler
- Collaborate with game designers to transform literary concepts into compelling gameplay mechanics and card abilities
- Developed a comprehensive story outline using a three-act structure to support player engagement

Retro Robot Rumble - *Combat Designer*

APRIL 2025 - PRESENT

- Designed combat systems for an upcoming 3D top-down hack-n-slash roguelike game, including player melee mechanics, dodge/dash systems, and modular robot part abilities
- Created enemy design framework encompassing common and elite enemy types, attack patterns, abilities, traits, and AI behavior trees for combat encounters
- Collaborated with engineering and art teams to implement combat mechanics, enemy behaviors, and robot customization systems

IndieCade, Remote - *Game Design Intern*

JUNE 2025 - JULY 2025

- Collaborated on Game Design Document and designed player abilities systems
- Developed core gameplay systems including player character controller, camera mechanics, and level design prefabs
- Handled technical art asset implementation, integrating character models with animations