

Daniel Acevedo

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SKILLS

Unity, C#, Perforce, C++, Python, Java, HTML, CSS, JavaScript, Design Documentation, Playtesting, User Research, Usability Reports, Fluent in Spanish

EDUCATION

University of Southern California / MFA Interactive Media and Game Design

May 2027 | Los Angeles, CA

- Relevant Coursework: Design for Interactive Media, Experiments in Interactivity, Game Development for Designers, Narrative Design Workshop, Survey of Interactive Media

UC Santa Cruz / BA Art & Design: Games and Playable Media, *Cum Laude*

June 2024 | Santa Cruz, CA

- Relevant Coursework: User Experience, Generative Design, Interactive Storytelling, Foundations of Play, Foundations of Video Game Design, Video Games as Visual Culture

Mt. San Jacinto College / AS Computer Science

May 2022 | Menifee, CA

- Relevant Coursework: Java Programming, Python Programming, Creative Writing
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EXPERIENCE

University of Southern California / Student Assistant, CTIN 489

January 2025 - Present | Los Angeles, CA

- Supported 20 students in an intermediate game production course, providing detailed feedback on projects and presentations
- Assisted the instructor with planning lectures, managing class resources, and facilitating playtesting sessions

UCSC Veterans Resource Center / Lead Administrative Specialist

September 2022 - December 2024 | Santa Cruz, CA

- Managed internal and external communications, reports, and event logistics for a 100+ member community
- Organized and promoted workshops, social events, and outreach initiatives – coordinating marketing materials and scheduling
- Created detailed records and post-event reports to assess engagement and inform future programming

Game User Interaction and Intelligence Lab / Undergraduate Research Assistant

August 2023 - April 2024 | Santa Cruz, CA

- Under the supervision of Dr. Magy Seif El-Nasr, actively contributed to the lab's overarching focus on advancing technological, methodological, and design innovations for social impact in gaming
- Led the narrative development and design of LUX 2.0, an Alternate Reality Game designed to explore coping behaviors, emotion regulation, and well-being among college students
- Contributed to the design of a serious game that aims to encourage sustainable behavior change in the context of rising sea levels

United States Army / Team Leader

September 2015 - August 2019 | Anchorage, AK

- Oversaw the health and welfare of 100 assigned personnel, maintaining medical records and patient information
- Oversaw logistics for over \$500,000 in equipment, ensuring accountability and operational readiness

PROJECTS

Potion Problems / Usability Researcher

September 2024 - Present | Los Angeles, CA

- Conducted playtests and player interviews to assess user experience and game mechanics
- Created and maintained detailed usability reports to track improvements and identify recurring pain points
- Collaborated with the design, engineering, and QA teams to implement user feedback

Best Friends Forever / Lead Programmer & Game Designer

November 2024 - December 2024 | Los Angeles, CA

- Conducted formal playtests, created a questionnaire to gather player feedback, and analyzed results to refine gameplay mechanics
- Designed and iterated the game's narrative, ensuring it aligned with gameplay mechanics and themes, while refining player engagement throughout the process
- Oversaw the technical development of the game, coded core mechanics and enemy behaviors, implemented systems, art assets, and animations

HONORS AND AWARDS

University of Southern California

- Anna and Ray Romano Family Endowed Fund for Student Support Scholarship

University of California, Santa Cruz

- Bruce Lane Memorial Scholarship
- Dean's Honors List
- Nike HSI Scholarship
- Sylvia Miller Memorial Scholarship
- Vets 4 Vets Santa Cruz Memorial Scholarship

Mt. San Jacinto College

- President's Honors List

United States Army

- Army Achievement Medal
- Army Commendation Medal
- Army Good Conduct Medal
- NATO Medal
- Overseas Service Ribbon

VOLUNTEER WORK

UCSC Student Veterans Association / President

December 2022 - June 2024 | Santa Cruz, CA

- Founded a student organization to build a meaningful community for student veterans and other military-connected students
- Succeeded in becoming recognized as an official chapter of Student Veterans of America

Vets 4 Vets Santa Cruz / Scholarship Committee Member

June 2023 - June 2024 | Santa Cruz, CA

- Actively contributed to a local non-profit organization, collaborating in event planning and fundraising efforts dedicated to supporting veterans' causes
- Selected as a recipient of the inaugural Vets 4 Vets Scholarship, leading to my subsequent appointment as a member of the the scholarship committee
- As a member of the scholarship committee, played a key role in the selection process, ultimately awarding \$5,000 to five recipients