
Daniel Acevedo | acevedod@usc.edu

Game Designer, Technical Designer, Game Producer

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danielacevedo.games

SKILLS

Programming & Development: Unreal Engine 5, C++, Blueprints, Unity, C#

Tools: Perforce, Git, Diversion, Jira, ClickUp, Figma, Google Suite

EDUCATION

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

May 2027 | GPA: 4.0

- Relevant coursework: Intermediate Design and Production, Advanced Gameplay Programming, Game Development for Designers

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

June 2024 | GPA 3.9; Cum Laude

- Relevant coursework: User Experience, Generative Design, Interactive Storytelling

Mt. San Jacinto College - *AS Computer Science*

June 2024 | GPA 3.9; Cum Laude

- Relevant coursework: Data Structures and Algorithms

PROJECTS

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

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

Potion Problems - *Usability Researcher*

September 2024 - May 2025

- Organized and led weekly playtests and conducted player interviews to assess user experience and game mechanics for an online multiplayer game
- Documented and analyzed user testing results using the RITE method, maintaining usability reports to track recurring pain points and potential issues

EXPERIENCE

University of Southern California - *Teaching Assistant*

January 2025 - PRESENT

- Supported 20 students in an intermediate production course, assisting with the application of Agile development practices and project planning
- Facilitated team activities, including standups and retrospectives, and guided teams through sprint planning and feature scoping

IndieCade - *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

UCSC Veterans Resource Center - *Lead Administrative Specialist*

September 2022 - June 2024

- Coordinated cross-functional project initiatives, managing timelines and stakeholder communications for 100+ community members
- Created detailed project documentation and post-completion analysis to track outcomes and inform future development planning

United States Army - *Team Leader*

September 2015 - August 2019

- 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

HONORS AND AWARDS

- USC William J. Byron/Electronic Arts Endowed Scholarship
- Anna and Ray Romano Family Endowed Fund Scholarship