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# Daniel Acevedo | [acevedod@usc.edu](mailto:acevedod@usc.edu)

Game Designer, Technical Designer, Game Producer

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## 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 Scholar
- Anna and Ray Romano Family Endowed Fund Scholar
- Nike HSI Scholar