

DIRK QUIZON

Game developer & designer proficient in systems and UI design. 6+ years of experience creating interactive works.

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EDUCATION

University of Southern California | Game Development & Interactive Design BFA Graduating May 2026

Relevant Coursework: Interactive Entertainment, Procedural Media, Game Design, Game Development, Digital Media, Advanced Games Project

PROJECT EXPERIENCE

SMOKE BREAK! | *UI Designer*

Jan 2025 - Present

Stealth/puzzle game where health is linked to stealth properties & interactions, developed in Unity 3D

- ★ **Design-Informed UI:** Working closely with designers, engineers, and the usability team to iterate on in-game visual feedback, ensuring that player experience and objectives are responsive and clearly defined
- ★ **Collaborative Iteration:** Utilizing motion graphics knowledge to animate prototype UI elements self-designed or designed by other UI team members
- ★ **In-Engine Implementation:** Increased team productivity by 20% through utilizing knowledge of best practices, design principles, and engine proficiency to self-implement UI elements, allowing designers and engineers to prioritize in-team tasks
- ★ **Interface Design:** Building and self-implementing effective and user-friendly interfaces informed by my design experience as a part of a 30+ person team, using Adobe After Effects for motion graphics animation and Figma for prototyping

APOCALUNCH RUSH | *Co-Designer*

Aug 2024 - Dec 2024

Unique first-person zombie apocalypse tower defense/cooking “griller-killer,” developed in Unity 3D

- ★ **Prototyping:** Ensured intuitive interplay between mechanics by rapidly developing three gameplay prototypes over a pre-production phase of 3 weeks
 - ★ **Gameplay & Systems Design:** Dedicated 12 hours a week to develop and iterate on the core mechanics of the game – refining them based on player experience goals and telemetry collected in-build – and implemented solutions to problems identified over periods of rapid iterative testing and evaluation
 - ★ **Usability & Testing:** Oversaw 4 playtest sessions a week and did technical and design problem-solving based on results, documenting solutions for self and peer reference
 - ★ **Systems Engineering:** Built tools for self-designed systems to interface with third-party Unity libraries such as Yarn Spinner, allowing for simple NPC dialogue implementation that works with the customer order system designed and implemented by me
 - ★ **Presentation and Pitching:** Organized and wrote braintrust presentations & pitch documents to provide design and gameplay updates and solicit feedback from peers and mentors in the field
 - ★ **Game Design:** Acted as the primary in-engine systems and gameplay designer on a two-person team over the course of 15 weeks
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SKILLS

Technical – Unity, C#, Java, GitHub, P4V

Creative – Adobe Creative Cloud, Microsoft Office, Google Workspace, Autodesk Maya, Motion Graphics Design, User Interface Design

Logistic – Systems Design, Gameplay Design, Technical Design, Team Communication, Team Collaboration, Leadership, Design Documentation, Object Oriented Programming