

Izabela M. Tolentino – Game Designer

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TECHNICAL SKILLS

Software: Unity, Unreal Engine, Microsoft Excel & PowerPoint, Blender, Adobe Photoshop, Autodesk Maya

Languages: C++, C#, C, Python, MATLAB

Tools: Git, Visual Studio, Trello

EXPERIENCE



San Diego Supercomputer Center

June 2020 - September 2020

Software Development Intern

- Worked with team of 6 remotely to develop an educational 3D Shooter in Unity using Scrum/Agile methodology
- Designed game mechanics such as core game loop, player/enemy stats, combat, level progression, etc. based off of team's ideas and collective vision for game scope
- Communicated with team and provided constant feedback on various features through Slack and daily scrums
- Main combat programmer and scripted other gameplay mechanics (shooting, enemy/boss battle behavior, enemy wave manager, animations, etc.) in C# utilizing object-oriented principles
- Live demoed each major game build biweekly to showcase new gameplay features and seek external feedback
- Worked as artist on concept art, 2D assets, character modeling/animation in Blender, and lighting in levels



San Diego County Regional Airport Authority

June 2018 - August 2018

Information & Technology Services Intern II

- Managed and analyzed 400+ data points on Excel sheet collected from in-person surveys in cross-department research project that benefited the airport
- Assisted in Windows 10 Rollout, provided support and troubleshooting for PC, communicated with clients
- Gained basic knowledge in cyber security, networking, server management, and project management

RELEVANT SOLO PROJECTS



Project Stealth

December 2020 - Present

Game Designer, Gameplay Programmer, Writer

- Designed core game features with a focus on partner stealth, story, and discovery
- Researched and critically analyzed a variety of stealth games and their player bases
- Prototyped stealth mechanics in Unity using skills in vector math / linear algebra in a 3D space
- Wrote and revised game's story and narrative elements



hoaXcape duet (FPS Combat Prototype)

February 2021 – May 2021

Game Designer (Developed under a Ubisoft mentorship program)

- Rapidly prototyped various combat abilities with distinct progression stages to implicitly tell the game's narrative through each stage's feel
- Wrote C# scripts for various combat mechanics in Unity (ability system, stackable combos, etc.) using skills in vector math / linear algebra in a 3D space and object-oriented programming
- Iterated on prototype and made adjustments based on mentor feedback
- Researched and designed combat system for target audience utilizing UX design principles
- Created documents/PowerPoint to pitch design and created video presentation to showcase proof-of-concept



packets

August 2020 - August 2020

Game Designer, Gameplay Programmer, Artist

- Designed all core game features with a focus on fluid movement and simplicity to tell a story without words
- Redesigned and developed game based off of early player feedback from initial prototype
- Wrote C# scripts for mechanics in Unity (smooth movement, enemies behavior, objectives, user text input, etc.)
- Created necessary 3D assets and VFX used in project

EDUCATIONAL BACKGROUND

University of California, San Diego (UCSD)

Graduated June 2020

B.S. in Mathematics-Computer Science