

Rogelio Espinoza

Game Designer

I'm a programmer with over five years of experience in game development, including educational and VR games. I've implemented gameplay mechanics that shape the player's experience.

CONTACT INFO

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Projects

Skills

2017

SANTA CLARA,
CALIFORNIA

GAME DESIGNER

SPELLCASTERS VR | TEAM OF 6

Multiplayer wizard battle VR game for *HTC Vive* made in *Unity3D* using *C#* in collaboration with a AAA studio.

- › Worked on the game design with a focus on spell combat.
- › Worked on implementing targeting system and spell mechanics.
- › Modified the VR gesture recognition plugin to allow for additional customization.
- › Modeled and textured character avatars, wands, clothing and accessories.
- › Worked on several of the spells VFX.

2016 - 2017

SANTA CLARA,
CALIFORNIA

LEAD GAME DESIGNER

BROSAURUS WRECKS | TEAM OF 11

VR action game about giant monsters for *HTC Vive* made in *Unreal Engine 4* using *Blueprints* and *C++*.

- › (Solo) Programmed initial prototype using Unity and *C#*.
- › Designed the game's levels, mechanics, and enemies.
- › Designed and implemented combat system.
- › Defined destructible buildings pipeline using *Maya*, *Ninja Dojo*, and *UE4*.
- › Coordinated development, art, and audio teams.
- › Implemented player behavior using *Blueprints*.
- › Worked on several VFX like firebreathing, building destruction and vehicle damaged states.

2017

SANTA CLARA,
CALIFORNIA

GAME PROGRAMMER

PEBBLE LAKE | TEAM OF 9

VR skipping stone simulator for *HTC Vive* made in *Unity3D* using *C#*.

- › Programmed the day-night cycle.
- › Tested and refined the water splash visual effect implementation.

2016

SANTA CLARA,
CALIFORNIA

GAME DESIGNER

GEOMETRY BATTLE | SOLO

One-Button 2D mobile fighting game made in *Unity3D* using *C#*.

- › Designed and conceptualized core loop for 3 different fighters.
- › Balanced gameplay based on playtesting observations and feedback.

PROGRAMMING LANGUAGES

C#, *C++*, Javascript, Actionscript 3, MySQL, Objective-C, HTML/CSS.

SOFTWARE

Unity, Unreal Engine, Visual Studio, SFML, Game Maker, *Maya*, 3DSMax, Blender, Photoshop, Illustrator, Animate (Flash), GitHub.

OTHER

Scrum, Web Design, Graphic Design, Animation, 3D Modeling, Video Editing, Audio Editing.

Code samples and other work using these tools can be found on my portfolio at rogelioespinoza.com.

Education

M.S. IN GAMES & PLAYABLE MEDIA

University of California, Santa Cruz
Graduated Aug 2017

B.S. IN DIGITAL GRAPHIC DESIGN ENGINEERING

CETYS Universidad, Campus Tijuana
Graduated July 2011

Work Experience

2014 - 2016

TIJUANA,
MEXICO

LEAD SOFTWARE ENGINEER

LIA EDUCATIONAL SYSTEMS | TEAM OF 5

Club Lia is educational platform preschool and elementary learning.

- › Managed and led development, and art team.
- › Published quarterly updates to platform consistently for four years (i.e. new game, stage, and season themed *UI*).
- › Spearheaded the migration from Flash to HTML5/JS.
- › Worked closely with client to define our quarterly development plan.
- › Designed and programmed games collaborating with educational content experts.
- › Designed web platform architecture based on user experience feedback.
- › Collaborated with art team to define new *UI* look.
- › For our special needs standalone game:
 - › Programmed gameplay and user interface.
 - › Implemented *UI*, animations, and illustrations made by external artist.
 - › Collaborated with external research institute to define the user experience.

References provided upon request.