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BARRY DAY

SUMMARY

Game Designer with 3+ years of development experience and a lifelong passion for the video game artform. Skilled in design and implementation, effective at team collaboration in a remote environment.

EDUCATION

SEP 2018 – JUNE 2021 | Santa Cruz, CA

B.S. Computer Science: Game Design – *University of California, Santa Cruz*

- Collaborated on game development teams in a professional environment, working with art, production, programming, and design to make several games from paper prototype to final showcase
- Developed a strong foundation in game design theory, with emphasis on MDA, player flow-state, and the iterative design process

GAMES

AI Designer – *Sally Says Die! (2024)*

- Made a game in 48 hours with a team of 3 for the *2024 Global Game Jam*, utilizing production tools and effective communication to coordinate under time constraints entirely remotely
- Designed and implemented unique mechanics for 5 different enemy characters, including path detection, blind spots, melee and ranged attacks, teleportation, AOE alerting, and randomized behavior

Game Designer, Systems Designer, Sole Creator – *Intergalactic Burger War (2019)*

- Made a card game in 10 weeks, traversing the full development pipeline to deliver a polished product within a strict deadline
- Designed 30 unique cards, fine-tuning a core of mechanics to produce emergent, balanced gameplay
- Utilized player feedback to shape each design iteration through regular playtesting

Game Designer, Programmer, Sole Creator – *Last Lunar Air (2021 – 2024)*

- Created a game in Unity entirely solo, gaining 3+ years of experience in all aspects of game development
- Won awards for *Technical Innovation* and *Audio* at the *2021 UCSC Games Showcase*

WORK

OCT 2022 – JUNE 2023 | Madrid, Spain

Assistant English Teacher – *Miguel de Cervantes Infant and Primary School*

- Taught English to children at a public elementary school in Spain, managing classes up to 30 kids each
- Cultivated a teaching methodology that brings aspects of game design into the classroom, building off the concept of player flow-state to maximize student engagement

SKILLS

- Game and Systems Design
- Game Engines (*Unity, UE5*)
- Software Development (*C#, C++, Java*)
- Level and Narrative Design
- Sound Design and Music Composition
- 2D and 3D Art