

André Pascual

Game Designer and Gameplay Programmer

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Technical Skills

- C++, C#
 - Unity
 - Unreal Engine 4
 - Game Design
 - Prototyping / Greyboxing
 - Design Documentation
 - Perforce
 - GitHub
 - Maya
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Experience

Notey's World | Unity, Musical Mobile Game September 2021 - Present

Notey Inc. - Game Developer

- ★ Designing a mini-game that requires the player to play certain notes to reach the next platform
- ★ Implementing a system to measure how precise the player's input is to the beat
- ★ Coordinating with engineers to generate levels automatically using song notes
- ★ Articulating to coworkers a general game dev cycle and how best to apply it to our project

Wheelin' and Mealin' | UE4, Co-op Cooking and Driving Game May 2020 - Present

USC Games Advanced Games Project - Technical Designer

- ★ Prototyping a tutorial level to teach the players the core game loop
- ★ Establishing 4 vehicle power ups to encourage teamwork and communication between players
- ★ Scripting (Blueprints) car traffic on the roads to add more challenge to driving
- ★ Greyboxing 3 districts of the city to feel charming and to encourage exploration
- ★ Collaborating with an interdisciplinary 35-person team

Serpent Showdown | Unity, 3D Arena Fighter June 2019 - May 2020

USC Games Advanced Games Project - Lead Designer

- ★ Published to [Steam](#)
- ★ Directed 2 designers to establish combat mechanics to be accessible as well as intense
- ★ Iterated on animation timing, combat mechanics, and arena metrics to create a cohesive experience
- ★ Created design documentation and made iterations based on feedback/playtesting

Mochi Madness | Unity, Action Arcade Game January 2020 - May 2020

USC Games Intermediate Game Project - Designer and Engineer

- ★ Coordinated with a partner to develop the core mechanics of throwing objects and players
 - ★ Programmed 4 unique properties for objects and arenas to diversify gameplay
 - ★ Iterated on design based on playtests and feedback
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Extra-Curricular

Intro to Game Dev and Game Dev for Designers | C#, Unity, Perforce August 2020 - May 2021

USC School of Cinematic Arts - Student Aid

- ★ Tutored undergraduate and masters' students in C#, Unity and Perforce
 - ★ Communicated clear and thorough information quickly and efficiently
 - ★ Assisted professor with lectures and workshops in a 20+ person class
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Education

University of Southern California Graduated May 2021

Bachelor of Science, Computer Science (Games)