André Pascual

Game Designer and Gameplay Programmer
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Technical Skills

C++	Unreal Engine 5	Perforce	Jira	Maya
C#	Unity	GitHub	Radiant	Blender

Experience

Mob Entertainment | *Game Programmer*   Feb 2023 - Current
- ★ Coordinating with designers and tech artists to implement systems for UI, inventory, game states, and custom input mapping.
- ★ Expanding on the existing Grabpack system, that lets players interact with the environment in different ways.
- ★ Working in Unreal Engine 5, converting Blueprint prototypes into C++ code.

Treyarch | *Game Design Intern*   May - August 2022
- ★ Collaborated with a Multi-Functional Team to design and develop a vehicle test map by determining a robust feature list and identifying core gameplay goals for the map.
- ★ Developed skill using Radiant and GSC, in-house scripting language, to successfully implement vehicle test features.
- ★ Designed Zombies gameplay objectives and that expanded on the existing gameplay to create a new, yet familiar experience.
- ★ Attended weekly design stand ups and reviewed my work with the Design, Animation, Audio, and VFX teams.

Notey Inc. | *Game Developer*   September 2021 - May 2022
- ★ Developed mini-games in Unity for *Notey's World*, an educational music game for mobile.
- ★ Procedurally animated the player movement and linked it to the tempo of notes played by the user to produce a satisfying smooth game feel.
- ★ Articulated best practices to the team and how best to apply them to our project.

Projects

Wheelin' and Mealin' | *UE4, Co-op Cooking and Driving Game*   May 2020 - May 2022
*USC Games Advanced Games Project - **Technical Game Designer***
- ★ Established vehicle power-ups that encourage teamwork and affect aspects of driving.
- ★ Rapidly prototyped and iterated on a tutorial to teach players the core game loop.
- ★ Scripted (Blueprints) cars to follow and transition between different road splines.

Serpent Showdown | *Unity, 3D Arena Fighter*   June 2019 - May 2020
*USC Games Advanced Games Project - **Lead Game Designer***
- ★ Published to Steam
- ★ Directed 2 designers to establish combat mechanics to be accessible as well as intense.
- ★ Iterated on animation timing, combat setups, and arena metrics to create a cohesive experience.
- ★ Created design documentation and made iterations based on feedback/playtesting and accessibility.

Education

University of Southern California   Graduated May 2021
Bachelor of Science, Computer Science (Games)