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

RELEVANT PROJECTS

Rubyshark   *April 2021 - Present*
Game Designer (AI / Combat)
- Working with a full team of about 30 to develop a fast-paced FPS in Unreal Engine 4
- Working closely with Weapon Designer to balance player and enemy combat interaction
- Balancing enemy AI parameters on spreadsheet and changing within engine to accomplish design goals
- Designing and implementing a combat tokening system
- Updating enemy documentation and making notes to iterate & improve enemy behavior design

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
- Writing and revising 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 game narrative
- 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

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

EDUCATIONAL BACKGROUND

University of California, San Diego (UCSD)   *Graduated June 2020*
B.S. in Mathematics-Computer Science