Roth Cardona

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SKILLS

- Combat Design (Advanced)
- Level Design (Advanced)
- Balancing and System Design (Advanced)
- GIT (Intermediate)
- GZDoom (Expert)
- Dialogue and Quest Design (Intermediate)

Experience

Vaporware ltd, 808 Gregory Rd Fort Collins, C0, 80524 (homepage)
Lead Designer, Technical Director, Asset and System Designer/Programmer – AUGUST 2021 - PRESENT

- Crafts unique spaces where gameplay flow and visual composition form memorable experiences. This included bringing large sections of the game from the concept stage to final art pass.
- Made key decisions in gameplay, narrative, and art direction to ensure the game remained in technical and scope requirements.
- Created roughly half of all levels in Beyond Sunset using standard 3D level editing tools and tools developed in-house
- Created design documentation over the course of the project and managed team workloads using Trello
- Design and implementation of gameplay systems, combat loop economy, weapon and ability interactions with enemies, enemy behavior, etc.
- Reviewed internal and external stakeholder testing and feedback to identify potential UI/UX/design/gameplay balance issues as well as bugs
- Implementation of fixes for issues raised by testing feedback as well as evaluation of testing metrics to determine the success of deployed fixes and evaluate the need for possible design changes
- Conceptualized enemy designs, both aesthetic and mechanical as well as prototyping to ensure practical implementation during the paper prototyping phase
- Refined initial object implementations to account for proper animation timing, initial game balancing behavior, particle effect spawning, and documentation as necessary for use within level editing utilities where the assets will ultimately be used
- Implemented User Interface including writing code, creating new assets and reformatting existing assets for the in game User Interface and for the player's Heads Up Display that accurately communicates information unambiguously
- Level design from the concept phase up to the final implementation. This includes initial conceptualization, art direction, level blocking, initial testing, object placement, texture and lighting application, and constant iterative design throughout all steps of the process.
- Arena design including initial conceptualization, art direction, level blocking, initial testing, object placement, texture and lighting application, navmesh, creation and refinement, enemy placement and combat design