

Antonio J. Vasquez

Objective: I am a Game Designer with a background in level and narrative design, seeking full time employment in Level Design, Narrative Design, or QA in 2022.

University Projects

Lead Level Designer & Narrative Designer - Snapsquatch **January 2022 - April 2022**

- Responsible for initial block-in and all level design iteration over the course of the project in Unity ProBuilder.
- Ensured all level composition and set dressing supported player abilities and the low poly art style of the game.
 - Collaborated with the environment artist on what props would best fit the level.
- Collaborated in the development and finalization of a compelling narrative for the game.
 - Lead narrative meetings, linked mechanics to narrative.

Lead Level Designer & Narrative Designer - The Lovers **July 2021 - December 2021**

- Built and iterated on levels and puzzles for the game in Unity, incorporating narrative in the puzzles that were designed for each level.
- Wrote and iterated on narrative poetry for the game with fellow designers.
- Contributed to the aggregation and triaging of player feedback from playtesting.

Lead Level Designer - Magical Penguin Summit **October 2020 - November 2020**

- Blocked out and built game levels in Unity Sprite Shape, including underwater levels.
- Collaborated in the development of establishing the game's theme and character.

Lead Level Designer - Handle it Lightly **January 2020 - April 2020**

- Blocked out and built levels for the game in Unity, designed the many light-based puzzles throughout the levels.
- Ensured that all levels reinforced a cohesive theme and look.
- Facilitated Playtests of the game to identify bugs and evaluate features.

Education:

Michigan State University **Fall 2018 - Spring 2022**

- **Bachelor of Art in Media and Information, with a Concentration in Game and Interactive Media Design**
- **Minor in Game Design and Development:** A two-year program in which students work on teams to make games, ultimately working on a project with a AAA company. In this program, I have worked as a lead level designer, narrative designer, and producer through multiple full dev cycles.
- The Princeton Review currently rates MSU's game design program as the number 6 undergrad program in the United States.

Additional Skills:

Game Development: Level design, project management, rapid prototyping, creative writing, tabletop adventure writing, playtesting, iterative design, world building.

Software: Unity, Probuilder, Google Docs, Google Sheets.

Programming Languages: Experience in C#

Other: Dungeon Master for eight years