ANDRES CHAVEZ

GAME DESIGNER

SKILLS

Game Engines and Scripting:

- C#
- Unity
- Unreal Engine

Software:

- Perforce
- GitHub
- Visual Studio
- Microsoft Office and G Suite
- Asana
- Trello
- Slack

Design:

- Gameplay Design: Problem solving; ability to analyze game code, debug issues and quality test my work before involving others
- Level Design: IPM, blockout and event scripting
- Game documentation with flowcharts, game loops, and user stories
- Systems Design, implementation and balancing
- Playtest conducting
- UI/UX Design
- Scrum/Agile working

Languages:

- English
- Spanish

CONTACT

andreschavezgd.com

Andres Chavez

@andrew.chv

@andresechv

EDUCATION

September 2018 - June 2020

FULL SAIL UNIVERSITY, WINTER PARK, FL

GAME DESIGN BACHELOR OF SCIENCE

- Valedictorian with a GPA of 3.76
- Course Director's Award on the class Project and Portfolio II: Interactive Design

EXPERIENCE

June 2021 - present

ROCKSTAR GAMES SAN DIEGO

DESIGNER: EXPLORATION & AMBIENT CONTENT

- Worked on and shipped Grand Theft Auto VI
- Part of the Design: Exploration team, responsible for most "easter egg" content in the game. Secrets, Puzzles, Discoverables, and Collectibles
- Designing and Authoring content using in-house tools
- Lots of problem solving and sustaining long term designs. Adapting to new features and mechanics in the game.
- Content scripting in C#
- Collaboration between artists, animators, and programmers

July 2020 - April 2021

AB STUDIOS (now Niloom.ai)

JUNIOR ENGINEER

- Worked on an AR Startup with educational purposes for mobile devices made with Unity
- Authored some educational AR Experiences within the app, while also maintaining and providing support for pre-existing experiences in the ecosystem
- Assisted in establishing systems for the app that would parse JSON Data, and allow users to load AR experiences created in the DigiLab web editor
- Assisted lightly with the web/browser content editor for DigiLab
- Designed some interfaces for the app
- Worked remotely due to the pandemic
- Hired after a 3-month internship

February 2020 - July 2020

ORBIS LEADERSHIP & MANAGEMENT

GAME DESIGNER

- Worked on "3, 2, 1 Launch!" an official NASA mobile game made with Unity. Built through a unique university partnership between NASA and Full Sail
- Designed multiple mini-games with the goal of teaching players about NASA's LSP satellite program
- Ability to take in feedback from NASA executives and quickly iterate my designs.