

ALEX ROMO

Technical Game Designer

CONTACT

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424.603.3346

Austin, TX

EDUCATION

B.S. in Computer Game Development

DePaul University

Chicago, IL | 09.06—06.10

SOFTWARE

Unreal Engine

Unity

Radiant

Visual Studio / Rider

Blender

Photoshop

Perforce

Jira

HARDWARE

Meta Quest

Valve Index

HTC Vive

Oculus Rift

PSVR

SKILLS

Technical Game System Design

Workflow Design

AI Behaviors / State Machines

Animation State Machines

C++ Programming

C Style Scripting

Blueprint Visual Scripting

Server & Client Networking

Performance Profiling

Sequencer Cinematics

Static Prop Creation

PROFESSIONAL EXPERIENCE

UNANNOUNCED PROJECT | Senior Technical Designer

Certain Affinity | Austin, TX | 12.22—Current

- Designing AI archetypes with Behavior Trees and Finite State Machines.
- Assisting with AI animation state machines, montages, and navigation traversals.

HOGWARTS LEGACY | Senior Technical Designer

Certain Affinity | Austin, TX | 11.21—12.22 | PC, PS5

- Debugged problems for complex AI behaviors, narrative sequences, and missions.
- Took several conversation-heavy missions from first playable to shipping completion.
- Documented and taught best practices for narrative workflow to coworkers.

HEARTHSTONE | Senior Technical Designer

Certain Affinity | Austin, TX | 11.20—11.21 | PC, Mobile

- UI / UX team member who contributed features and ideas across Mercenaries gamemode.
- Front-end and gameplay UI implementation (Prefab / UI Interaction / Art Integration / Scripting) for ability system, card collection inventory, rewards and after-action screens.
- Helped non-technical designers refactor scripts / tools to improve workflow.
- Identified technical debt that I fixed myself or communicated with engineers.

TROVER SAVES THE UNIVERSE | Game Designer

Squanch Games | Los Angeles, CA | 12.17—09.19 | PS4, PSVR, PC, Valve Index

- Gameplay scripter across multiple missions and sequences. Key contributions included:
 - AI behaviors, player input / motion controls, save game and gameplay systems.
 - Seamlessly implemented scripted sequences and IGCs (In Game Cinematics) where they intersected with combat encounters across the game.
- Collaborated with Narrative, Level, and Systems Design teams to assess their needs for key systems and make updates or create new systems based on the requirements.
- Liaised with other departments to create and maintain tools for workflow improvements.

CROWE: THE DROWNED ARMORY | Senior Game Designer

The Rogue Initiative | Los Angeles, CA | 12.15—9.17 | Valve Index, Vive, Oculus

- Implementation of core gameplay as well as systems work:
 - AI behaviors, player abilities, VR interactions, and level-specific scripting work.
- Architected and implemented editor tools for cross-disciplines.

CALL OF DUTY: BLACK OPS 3 | Associate Game Designer

Treyarch | Santa Monica, CA | 08.13—09.15 | PS4, Xbox One, PC

- Cooperative missions design: AI behaviors, level-specific and cinematic scripting.

CALL OF DUTY: BLACK OPS 2 | Associate Game Designer

Treyarch | Santa Monica, CA | 06.11—08.13 | PS3, Xbox 360, PC

- Zombies design: AI behaviors, systems design, level-specific and gamemodes scripting.

PERSONAL EXPERIENCE

ALAMO (PROJECT CODENAME) | Solo Developer

Austin, TX | Current | OpenXR

- Buddy cop cooperative arcade shooter in VR running on Unreal Engine 5.
- Designing AI archetypes, VR interactions, and gamemode rules.
- Coding networked gameplay in C++.

Portfolio can be viewed at
www.alexromo.com