

ALEX ROMO

Game Designer

PROFESSIONAL EXPERIENCE

GAME DESIGNER | Trover Saves the Universe | *Squanch Games*

Los Angeles, CA | 12.17—Current | PS4, PSVR, PC, Vive, Oculus Rift, Valve Index

- Design team member contributing features, input and ideas across the whole game.
- Gameplay scripter across multiple missions and sequences:
 - Key contributions include combat, custom gameplay scenarios and systems, and seamlessly implementing scripted sequences and IGCs (In Game Cinematics) where they intersected with combat encounters across the game.
- Assist in architecting and implementing save system needed for open-ended narrative.
- Technical design architecting and implementing editor tools for cross-disciplines.
- Setup and tuning of all PC and virtual reality motion controls.

CONTACT

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EDUCATION

B.S. in Computer Game Development

DePaul University

Chicago, Il. | 09.06—06.10

SOFTWARE

Unreal Engine 4

Unity

Radiant

Hammer

Visual Studio

Maya

Photoshop

Perforce

DevTrack / Jira

HARDWARE

Valve Index

HTC Vive

Oculus Rift

PSVR

SKILLS

Engine / Toolset Experience

C Style Scripting

Unreal 4 BP Visual Scripting

Source Engine VScript

Server & Client Networking

Performance Profiling

Behavior Trees

Static Prop Creation

Community Relations / Tools Support

SENIOR GAME DESIGNER | Crowe | *The Rogue Initiative*

Los Angeles, CA | 12.15—9.17 | Vive, Oculus Rift

- Key project contributor across all aspects of design:
 - Initial concepts, gameplay ideas, and documentation.
 - Core mechanics concept, rapid prototyping, and tuning.
 - Technical design architecting and implementing editor tools for cross-disciplines.
 - Layout / scripting work and implementation:
 - Implementation of core gameplay as well as systems work (AI creation and tuning, player abilities, custom gameplay level-specific scripting work).
 - Design reviews and coordination to make sure things aren't slipping through the cracks, and that they're being made to the high-quality bar studio heads have set.

ASSOCIATE GAME DESIGNER | Call of Duty: Black Ops 3 | *Treyarch*

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

- Design team member contributing features, input and ideas across narrative campaign.
- Gameplay scripter across multiple cooperative missions and sequences:
 - **New World** - Tutorial level in a simulated virtual environment.
 - **Hypocenter** - An eerie descent into cybernetic labs filled with killer robots.
 - **In Darkness** - A powerful storm that changes the battlefield in real-time.
 - **Lotus Towers** - Violent riots break out in a slum tower block.
 - **Der Eisendrache (DLC1)** - A German castle filled with zombies and elemental bows.

ASSOCIATE GAME DESIGNER | Call of Duty: Black Ops 2 | *Treyarch*

Santa Monica, CA | 11.11—08.13 | PS3, Xbox 360, PC

- Design team member contributing features, input and ideas across Zombies mode.
- Gameplay scripter across multiple cooperative levels and sequences:
 - **Transit** - A bus ride from hell taking you across a giant city filled with the undead.
 - **Die Rise (DLC1)** - Leap across giant skyscrapers with zombies close behind you.
 - **Buried (DLC3)** - An underground abandoned city filled with zombies.
 - **Turned** - Asymmetrical PvP King of the Hill player vs zombies mode.

ASSOCIATE GAME DESIGNER | Call of Duty: Modern Warfare 3 | *Treyarch*

Santa Monica, CA | 06.11—11.11 | Nintendo Wii

ASSOCIATE GAME DESIGNER | Call of Duty: Black Ops | *Treyarch*

Santa Monica, CA | 07.10—06.11 | Nintendo Wii, PC

- Tools team member contributing features, input and ideas across the whole game on PC.
- Architecting and implementing User-Generated Content tools, server management, and pipelines for custom level and mod creation by end-users.

USER-GENERATED CONTENT SDK | Call of Duty: World at War | *Treyarch*

Santa Monica, CA | 07.08—11.08 | PC

Portfolio can be viewed at
www.alexromo.com