JESSE LOZANO
TECHNICAL DESIGNER

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Design Skills

- -Narrative Design
- -2D & 3D Level Design
- -Systems Design
- -Mechanics Design
- -Rapid Prototyping
- -Character Design
- -UI/UX Wireframing
- -Design Documentation
- -Design Guides
- -Board Game Design
- -Puzzle Design
- -Playtesting
- -Concept Sketching

Languages

C#	Experienced
C++	Capable
ActionScript	Familiar

Dev Environments

- Unity
- Proprietary Zero Engine
- Visual Studios
- TyrannoBuilder

Tools

- Mercurial
- Maya
- Slack
- Trello
- Paint.NET
- Microsoft Office
- Mixcraft 7.0

Other

- Avid Line Artist

Projects

Level Designer: Vector Space   *Team of 5|1/ 2016 – 4/2016*
Jump around 2D planetoids, in vector graphics   Custom C++ Engine
- Designed & implemented all levels in the game
- Personally tested & iterated through every level multiple times

Lead Designer: TeslaQ   *Team of 6|8/2016 – Present*
Collectathon 3D platformer on an Island-Comet   Custom C++ Engine
- Designed & prototyped the kinematic controller
- Designed & modeled the Player's 3D model

Work Experience

DigiPen Institute of Technology

Computer Science TA   *1/2016-12/2016*
Provided assistance to new designers learning to script for the first time

Project FUN

Level Design TA   *6/2016-7/2016*
Provided assistance teaching teen the basics of Level design.

Game Design Teacher (Online)   *6/2016-7/2016*
Taught a group of teen the basics of Game Design, & how to use an Engine.

Activities Coordinator   *6/2016-7/2016*
A basic do-all job for day-to-day activities within Project FUN.
- Provided assistance managing the live RPG-lite nametag game for students

Education

B.A. in Game Design: DigiPen Institute of Technology   *Expected 2018*
- Dean's List 4 semesters