



SANTIAGO MORENO

www.smorenor.com
Systems Designer

Skills

- Gameplay scripting
- High Level Game Design
- Game system design
- Game balancing
- Game mechanics design
- BSP/Whitebox
- Agile development
- Scrum methodology
- Game system design

Engines/Editors

- Unreal Engine IV
- Skyrim Creation Kit
- RedKit
- Hammer Engine
- Unity

Software

- Microsoft Office Suite
- Adobe Photoshop
- Adobe Illustrator
- 3DS Max
- Version Control (Perforce)
- JIRA

Scripting Skills

- C++
- C#
- Papyrus
- Lua
- Python
- Excel VBA

Team Projects

- 12 Months* **Game Designer** – *Cuttlefish* – Custom Engine – 20 Person Team – Live Action Interactive Narrative
2021-
- Designed new hero mechanics.
 - Designed interactions and gameplay moments, working with writers and production to bring ideas from paper to filming set.
 - Tuned interaction sensitivity, matching player's movements to the action on screen. This included gravity, acceleration, maximum and minimum movement speeds, friction, and other factors.
 - Designed, implemented, and collaborated with art department to take ownership of GUI implementation.
- 8 Months* **Game Designer** – *Erica* – Custom Engine – 14 Person Team – Interactive Narrative
2020-2021
- Tuned interaction sensitivity, matching player's movements to the action on screen. This included gravity, acceleration, maximum and minimum movement speeds, friction, and other factors.
 - Tuned and implemented GUI elements to ensure quality of visibility.
 - Tested and tuned iOS and Steam port of the game.
- 10 Months* **Level Designer** – *EdgeFlip* – Unity – 5 Person Team – Mobile Puzzle
2019-2020
- Designed and implemented over 30 Levels, with different puzzle mechanics and themes.
 - Designed, tested, and documented boss challenges.
 - Balanced and adjusted level difficulty to ensure a smooth and fun challenge curve.
- 5 Months* **Level Designer** – *Up In The Air* – Unreal Engine IV – 13 Person Team – Open World Adventure
2017
- Designed and implemented a large portion of the game's "gameplay bytes", small and short games that make up most of the challenge.
 - Documented standards for gameplay bytes used by the entire team
 - Scripted and prototyped two of the game's three arenas, which are larger challenges player unlock.
 - Collaborated with Software Development Team to finalize gameplay implementation.
 - Polished gameplay bytes to ensure high level of quality, including visual polish.
- 5 Months* **Level Designer** – *Auxilium* – Unreal Engine IV – 50 Person team – Class-based Capture the Flag
2017
- Designed and collaborated with a team to create the four classes that the game is based on.
 - Collaborated with Game Designer, documenting and maintaining the character metrics.
 - Constructed layout, and flow of one of the game's four maps.
 - Decorated and populated said map.

Education

SMU Guildhall, Master of Interactive Technology, Level Design
Tecnológico de Monterrey, Bachelor In Computer Science

May 2018
May 2015

Additional

2018 **Gold Winner** - GDC's Game Narrative Review