

# PATRICK PEPITO

## GAME DESIGNER

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### OBJECTIVE STATEMENT

Post-graduate game developer looking for an entry level position as a game designer with a focus in systems design. Possesses strong documentation and visual communication skills.

### PROJECTS

#### **PONG QUEST -THESIS PROJECT - [SRPING 2022 - ONGOING]**

ROLE: SYSTEMS DESIGNER AND GAME DEVELOPER | 2D RPG ARCADE GAME | UNITY ENGINE

- Developed main combat system through development of Ping-Pong inspired mechanic.
- Conceptualized, planned, and built the 2d level layout for overworld, towns and dungeons.
- Created player goals and rewards through both main and side quests.

#### **SKY RAIDERS [SEPTEMBER 2021 - OCTOBER 2021]**

ROLE: GAME DEVELOPER | 3D ACTION STEALTH GAME | UNITY ENGINE

- Scripted Enemy AI pathing system for patrolling enemies.
- Built stealth mechanic for enemy detection using line of sight system based off GDD guidelines.
- Designed a player objective system with winning and losing conditions.
- Fully implemented and scripted UI menu elements for players upon starting the game.

#### **ESCAPE FROM WINDSOR MANOR [OCTOBER 2021-DECEMBER 2021]**

ROLE: UI AND UX DESIGNER | 3D ACTION STEALTH GAME | UNREAL ENGINE

- Scripted 3D Diegetic Menu using 3D environment with incorporated 2D UI assets.
- Created HUD visual assets for UI using Adobe Illustrator.
- Scripted Inventory system and item usage.

#### **IT CAME FROM UKRAINE [OCTOBER 2019-NOVEMBER 2019]**

ROLE: GAME DEVELOPER AND GRAPHIC DESIGNER | STRATEGY BOARD | PHYSICAL PRODUCT

- Nominated game design entry for the 2020 Academy of Art Spring show.
- Established the Rules and Mechanics for a turn based strategy Game alongside team.
- Created the Visual Layout for different game pieces using Adobe Illustrator.

### EDUCATION

**ACADEMY OF ART UNIVERSITY** | SAN FRANCISCO, CALIFORNIA

M.F.A Game Development 2020-2022

**JOHNSON & WALES UNIVERSITY** | PROVIDENCE, RHODE ISLAND

B.S Graphic Design and Digital Media 2014-2017

### SKILLS

**GAME DEVELOPMENT** - Unreal engine | Unity | GDD documentation

**DESIGN AND UI** - Photoshop | Illustrator | InDesign

**SCRIPTING** - C# | Blueprint