

JOHN ARAUJO

»— **GAME DESIGNER** —«

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PORTFOLIO: JOHNARAUJO.NET

EXPERIENCE

RIT CAPSTONE
FEB. 2013 - APR. 2013

DIRECTOR/SOLE DEVELOPER - UNBROKEN (IOS)

- Delivered in-depth weekly presentations on game progress and plans - sole spokesperson for the project
- Prototyped and completed a polished iPhone game within draconian time constraints
- Collaborated with an environment artist to create captivating levels

DARKWIND MEDIA
OCT. 2012 - FEB. 2013

GAME DESIGNER - THE HARVEST HD (WINDOWS 8)

- Solely Responsible for overall game systems balance including items, experience, character progression, and stats
- Met with artists, programmers, and executives both locally and remotely to communicate design elements
- Identified and implemented game improvements with minimal oversight

RIT CAPSTONE
SEPT. 2011 - MAY 2012

COMBAT DESIGNER / ARTIST - CARD KINGDOM (PC)

- Designed combat feel, prototyped and iterated on attack timings and animations
- Led design discussions within a multidisciplinary team
- Hand-crafted all characters and animations

AWARDS

RPI GAMEFEST 2013 3RD PLACE OVERALL - UNBROKEN (IOS)

SKILLS

LANGUAGES + ENGINES C#, Actionscript 3.0, Unity/MonoDevelop, FlashDevelop, Hammer

OTHER Photoshop, Maya, InDesign, Excel, Trello

EDUCATION

CLASS OF 2013 MASTER OF SCIENCE IN GAME DESIGN AND DEVELOPMENT
Rochester Institute of Technology, New York

CLASS OF 2009 BACHELOR OF SCIENCE IN GENERAL ENGINEERING
California Polytechnic State University, San Luis Obispo

QUALITIES

- Superior eye for quality, both aesthetic and functional
- Thrives on collaboration and teamwork
- Exhaustive and up-to-date knowledge of game design principles and precedents
- Invaluable active listener