

ARI VELAZQUEZ

Game Developer in Melbourne, Australia

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CURRENTLY

► Independent Development

January 2020 – Current

Working on a variety of game projects in my free time to better my experience with Unreal Engine and Unity3D as well as hone my own design skills. Each project has an intentionally small scope and is focused on specific aspects of design and technical skill to learn.

Shipped

- **Astronomia (PC/Mac):** A spatial 3D puzzle game with a minimalist classic arcade art style developed entirely solo over five months in Unreal Engine 4. Focused on Unreal Engine basics such as blueprints and materials, and also learned about application deployment and store page management on Steam and itch.io platforms.

EXPERIENCE

► Maxis, Electronic Arts

November 2017 – October 2018

Game Designer

Redwood City, CA, USA

A historic PC/Console studio within Electronic Arts mostly known for Sim City and The Sims. I worked as a game designer on **The Sims 4** and shipped two Expansion Packs (**EP05 "Seasons"** and **EP06 "Get Famous"**) focusing on implementation of features into the game via custom toolset.

Responsibilities

- **Implementation and iteration** of features in our in-house made tools such as Object Editor and Sage.
- **Regular communication across disciplines** to keep parties up-to-date on implementation progress and new or changed expectations.
- **Tracking down and fixing bugs** from across all of the game's Expansion, Game, and Stuff packs, based both on internal prioritization and community feedback.

Shipped

- Expansion Pack 05 – "Seasons"
- Expansion Pack 06 – "Get Famous"

► Magnet Hill Games

November 2015 – March 2017

Co-Founder, Lead Designer

San Francisco, CA, USA

An indie studio founded in 2015 that lasted for a year and a half. We worked on a few game projects and met with many publishers and platform holders, but ultimately were not able to secure enough funding to continue. I was the designer and producer for each project and also managed the studio needs like hiring and biz-dev.

Responsibilities

- **Documentation and organization** of design docs, audio needs, story codices, etc, in Google Drive and Trello.
- **Design and iteration** of game systems and mechanics with regular feedback from stakeholders.
- **In-engine level editing** of building blocks for procedurally generated levels in Unity.
- **Task and milestone planning** for each of our projects and adjusting schedules and sprints to adapt to new developments or problems in Trello.

Highlighted Projects

- **Fourside (working title, shelved):** I designed and lead development on a story-driven rogue-like prototype about planet hopping through space to kill monsters and gather resources to build out your home outpost.
- **Blacksmith VR (working title, shelved):** I led design and created a pitch deck for a virtual reality game about being a blacksmith with Cooking Mama-like mini-games. I also created a budget plan, paired with a teammate's prototype, and shopped it to publishers for funding.
- **Grand Miracle (shelved):** I led design and created a pitch deck for a virtual reality game about solving environmental puzzles in a ringworld that floats around your head. I also created a budget plan and presented to Google's Daydream VR team, who had originally asked us to pitch them.

► Waystone Games, Electronic Arts

November 2014 – March 2015
Redwood City, CA, USA

A mobile game studio, previously PC, trying to figure out what we were going to work on in the wake of Dawngate's closure. I transitioned into a design role.

Responsibilities

- **Documentation** of various pre-production design and planning in Confluence.
- **In-engine tuning and scripting** for procedurally generated levels in Unity.
- **Rapid iterative prototyping** on new ideas and possible directions in Unity and browser-based HTML/JS.
- **Collaboration with monetization team** during early design phases to keep expectations and design in-check with future monetization planning.

Highlighted Project

- **Project Zeri (working title):** I focused on player progression via item economy (with a browser-based abstracted prototype) and procedural level tuning for a mobile monster battling game. I was also the self-appointed Documentation Warden and made sure our design wiki was properly organized and up-to-date on a weekly basis.

► Waystone Games, Electronic Arts

January – November 2014
Redwood City, CA, USA

Web Engineer

A PC studio within Electronic Arts working on a live-service story-driven MOBA called **Dawngate**. EA ultimately shut down the game due to a shift away from free-to-play PC games.

Highlighted Projects

- **Dawngate client homepage:** I created an Akamai-hosted Javascript/jQuery homepage for the game software upon logging in. The client wrapped an embedded WebKit browser, allowing us to update homepage content without requiring a client patch. The homepage was able to communicate with various player systems to display data about games played, as well as list news articles and incorporate a system that notified players when the community team or team-sponsored players were streaming on Twitch.
- **Dawngate Chronicles** (<http://www.dawngate.com/chronicles/>): I stood up a Wordpress instance with many plugins and manual modifications on AWS to host our game's webcomic. The producer who used the backend was able to upload a new comic, appropriately tag it by season and episode, and schedule it in the future with ease.

BEFORE GAMES

► Freelance Web Development

Web Engineer

2013, 2017
San Francisco, CA, USA

► Apple Inc.

Web Engineer

2012
San Francisco, CA, USA

► CBS Interactive

Web Engineer

2011 – 2012
San Francisco, CA, USA

► Bottlecap Development

Web Engineer

2009 – 2011
Atlanta, GA, USA

EDUCATION

► Georgia Institute of Technology

B.S. in Computational Media

August 2005 – May 2010
Atlanta, GA, USA

Joint degree between the **College of Computing** and the **School of Literature, Communications, and Culture** focusing on new and interactive media. The degree combines coursework from both the **Computer Science** and the **Science, Technology and Culture** curricula. Primary interest in video game design.