

Justin Quan

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<https://justinaquan.github.io/>

EXPERIENCE

Escape Velocity Entertainment - Remote

Junior Game Designer

Unannounced Project

Sep 2022 - Present

- Ideated and wrote design documents of 5 new characters with details on their abilities, weapons, and passive while ensuring that the kit as a whole filled out gaps in the game's roster
- Built full character kits in-game to match the design documentation using Gameplay Ability System with quick turnaround time of 2 weeks per character
- Developed the tutorial for our game, implementing scripted elements for objectives, enemies, and UI; resulting in 90% of players satisfied with their understanding of the game
- Implemented key features of our game: recovery system from falling off ledges, capture points, double jump, and mantling
- Improved gamer experience by adding dynamic character tracking and camera placement for fast movement abilities to provide ample information of their surroundings
- Worked in a small team that consisted of 4 designers, which allowed for close collaboration with other departments such as Meta, Art, and UI to aid in design direction

Hangar 13 Games - Remote

Game Design Intern

Unannounced Canceled Project

June 2021 - September 2021

- Designed scripts and levels for various AI combat scenarios to gauge combat metrics; TTK, damage dealt, Exp gain, etc.
- Implemented 1 enemy mob's abilities and AI, and tuned the character so that combat was fair
- Built levels with difficult environment to evaluate AI pathing and navmesh systems; resulted in finding 2 navigation bugs

EDUCATION

University of California - Santa Cruz, Santa Cruz, CA

BS in Computer Science: Computer Game Design

October 2020 - June 2022

GPA: 3.94

Relevant Coursework:

- Game AI & Systems
- Game Design & Development Experience
- Game Graphics & UI/UX
- Linear Algebra

SKILLS

Game design:

Character design, combat design, level scripting, gameplay scripting

Programming languages:

Blueprints, C++, Lua, C#, Javascript

Development environments:

Unreal Engine 5, Unity, Visual Studio

Version control software:

GitHub, P4V

PROJECTS

Grand Heresy - A twin-stick shooter designed for my capstone project. The player fights through hell, emptying it of all its demons. Learned how to manage workflow for a longer-term project with a team size of 10. Used Unity and developed the menu navigation and general AI.

Link:

<https://sites.google.com/ucsc.edu/grand-heresy/home?authuser=1/>

Unending Ikea - A first-person exploration game where the player travels through an infinite Ikea. Used Unreal and developed the functionality of repeating rooms to create the illusion of infinity.

GitHub Link:

<https://bit.ly/3N29CGB>