

David Almaguer

Technical Game Designer

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WORK EXPERIENCE

A Square Games and Simulations, LLC

Oct. 2021 – May 2022

Unity Developer

Orlando, FL

- Built a profile management system that verifies the Oculus Quest serial number to pull data from an API to access scenarios
- Designed and scripted a scenario selection system for an Oculus Quest training simulation
- Scripted UI systems to customize and save audio presets for a Tabletop RPG Soundboard
- Overhauled the UI for a ghost hunting mobile app to optimize performance

Design Interactive Inc.

Dec. 2019 – Oct. 2021

Unity Developer

Orlando, FL

- Assisted with many projects by scripting and implementing UI
 - Interfaced with Art leads to prepare all UI art for implementation
 - Interfaced with Lead Programmers to ensure that the systems scripted for the UI work cohesively with other systems within the projects
- Rapidly prototyped ideas to test the viability of projects for the Hololens and Oculus hardware
- Led the design and implementation of the temple theme environment for an endless runner game

PROJECTS

ARMED!

May 2022 – Present

Sole Developer - Unity

Orlando, FL

- ARMED! is a competitive local multiplayer 2D shoot 'em up developed in Unity

KnockOut University (KoU) - trench-squad.itch.io/knockout-university

Jan. 2019 – May 2019

Creative Director - Unreal Engine 4

Orlando, FL

- KoU is a 2.5D beat 'em up developed
- Designed the gameplay and story for KoU
 - Co-authored the Game Design Document and Art Style Guide for KoU
 - Oversaw the implementation of my designs from each team
- Designed and scripted the entirety of the player controller
- Designed and scripted the enemy encounter system to be used by our level designer
- Collaborated with our AI programmer to assist them with scripting each unique enemy behavior

EDUCATION

University of Central Florida

May 2019

BA, Digital Media: Game Design Track

Orlando, FL

SKILLS & INTERESTS

- **Skills:** Unity Game Engine; Unreal Game Engine; Photoshop; Source Control; C#; Some experience with C++; Rapid Prototyping; Agile; Combat Design; Team Management
- **Interests:** Astronomy; Final Fantasy Series; Board and Card Games