

Daniel Ochoa | Technical Game/Content Designer

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Professional Experience

TicToc Games - Game Designer II

May 2025 - Present

Unannounced Project

- Served as primary designer on an unannounced project for an established IP and experimental platform
- Responsible for the project's levels, grayboxing, playtesting, and iteration from concept to final
- Collaborated with Engineers on key tools, mechanics, and game modes
- Worked with Art to implement best design practices for level and gameplay content creation

NexPets: Puppies

- Designed key systems such as the puppy's core metrics, mechanics, and core game loops
- Collaborated with Design and Engineering teams to solve key design problems and challenges that arose during development for a motion-controlled experience
- Performed feature spec writing, mechanic workshops, content playtesting, and iteration for the game's mechanics
- Worked with Art on the game's UX flow for accessing different features, mechanics, and locations

Squanch Games - Content Designer

June 2022 - Aug 2024

High on Life 2

- Responsible for the project's entire traversal system
- Led traversal playtesting, tuning and iteration, balancing, documentation, and implementation across all levels
- Collaborated with designers, artists, and engineers to establish metrics, traversal tools, and best practices documentation for gameplay content creation

High on Life: High on Knife

- Performed level blockout, narrative setup and mission flow, gameplay and NPC scripting, documentation, and feature spec writing
- Responsible for the design and implementation of a minigame tutorializing a new weapon, playtesting and tuning it based on mission requirements and playtest feedback data
- Tuned, polished, and bugfixed roaming NPCs and traversal paths across open-world level

High on Life

- Designed and implemented key narrative system, iterating on its design and mission, gameplay, and narrative scripting
- Led the design, scripting, and implementation of a key gameplay system across all levels
- Performed set dressing, traversal polish, and pacing/walkability passes across all levels

Education

University of Southern California

BA Interactive Entertainment

Skills

Software: Unity, C#/C++, UE5, Blueprints, GAS, Maya/Probuilder, Notion/Confluence, Jira/Trello, Perforce/Git, Adobe Suite, MS/Google Suite

Processes: Rapid Prototyping, Gameplay Scripting, Documentation Writing, Grayboxing, Playtesting/Iteration, Agile Development