

Daniel Ochoa

Technical Gameplay/Content Designer

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Professional Experience

Squanch Games - Associate Content Designer

June 2022 - Aug 2024

Unannounced Title

- 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 for creating traversal tools and challenges
- Created and maintained design documentation, feature specs, and asset creation for traversal tools and systems

High on Life: High on Knife

- Performed level blockout, narrative setup and mission flow, gameplay and NPC scripting, documentation, and feature spec writing
- Worked with department leads on designing and scripting 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
- Collaborated with designers and engineers on a key gameplay system, its mission and gameplay scripting, and implementation across all levels
- Performed set dressing of traversal elements and side content across all levels
- Conducted traversal polish and walkability passes across all levels based on established metrics

Squanch Games - Design Intern

June 2021 - September 2021

High on Life

- Collaborated alongside fellow interns in content creation, iterating based on feedback from lead designer and design director
- Assisted designers in narrative scripting, traversal passes, grayboxing and weapon mechanic design
- Worked with QA on regression testing of levels and bug/feedback logging

Game Projects

SPOOKULELE - Lead World Designer

June 2021 - May 2022

- Responsible for the game's level design, pacing, combat encounters, documentation, playtesting, and iteration to best exemplify the game's narrative and gameplay aspects
- Collaborated with a multidisciplinary team to design the game's encounter system
- Scripted and implemented all combat encounters throughout the game
- Interpreted and diffused playtest and faculty review feedback to inform iteration of levels, combat encounters, and narrative sequences

Dreamland Confectionery - Lead World Designer

August 2020 - July 2021

- Designed key systems including the behavior/reaction and central crafting system
- Worked on level design, blockout, and set dressing of main levels, iterating based on playtest and director feedback

Education and Recognitions

University of Southern California

Graduated May 2022

BA Interactive Entertainment

Game Devs of Color Scholar

March 2022

Skills

Software: Unity/C#/C++, Unreal/Blueprints, Maya/ProBuilder, Notion/Confluence, Jira/Trello, Perforce/Git, Adobe Suite

Processes: Rapid Prototyping, Grayboxing/Blockmesh, Playtesting/Iteration, Agile Development, Design Documentation