





# CHRISTIAN PAMAONG

Game Designer

## CONTACT

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## TECHNICAL SKILLS

- + Unity (C#)
- + GameMaker
- + Git
- + GitHub
- + BitBucket
- + Aseprite
- + Photoshop
- + Trello, Miro
- + Documentation
- + Photon Fusion

## INTERPERSONAL SKILLS

- + Flexible
- + Tenacious
- + Empathetic
- + Collaborative
- + Patient
- + Adaptable

## INTERESTS

- + Prototyping game mechanics
- + Designing character skill sets
- + Making games!!!
- + And of course, playing games!

## PROFILE

Unrelenting Game Designer driven on building meaningful user experiences through strong core mechanics, engaging gameplay systems, and scalable content. Constantly seeking ways to improve, eagerly learning from new people and environments.

## EDUCATION

Honours Bachelor of Game Design | 2017 - 2022  
Sheridan College - Oakville, ON

## PROJECTS

### Sinner's Ascent | Real-time Deckbuilding RPG Game

Unity Engine | Capstone Project | September 2021 - April 2022

- + Directed a team of 5 to develop a game over the course of 8 months as the Lead Designer, Core Programmer, and QA utilising SCRUM methodology.
- + Coordinated with an external 6-person team to create music and sound effects for the project.
- + Conceptualized and developed the core mechanics and gameplay systems such as the Deckbuilding Combat and Enemy AI.

### Fallen Guardians | 2.5D Hack n' Slash Game

GameMaker Studio | Contest Submission | November - December 2016

- + Managed a team of 5 to collaborate as the Lead Designer, Core Programmer, and NPC Artist.
- + Proficiently iterated on every aspect of the game such as core mechanics and world design, working in tandem with team members to streamline development.
- + Achieved 1st place in Sheridan's annual GameMaker Contest.

## EXPERIENCE

### Game Design Intern | Bonkers Builders - Kanata, ON (Remote)

Unity Engine | April 2021 - August 2021

- + Worked on refactoring and developing multiple gameplay systems, as well as overhauling the pixel art with new backgrounds, characters, items, and UI.
- + Coordinated with another intern under a project manager utilising SCRUM principles to deliver weekly content within given deadlines.

### Prep/Line Cook | GameTime - Missauga, ON

May 2018 - February 2019

- + Demonstrated the ability to work efficiently in multiple positions simultaneously under aggressive time constraints to deliver high quality meals.
- + Learned to communicate effectively amongst coworkers of varying experience levels to maximize overall productivity.