


Christian Pamaong *Game Designer*

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Game Designer with 8+ years of experience. Driven on building meaningful user experiences through strong core mechanics, engaging gameplay systems, and scalable content.

Technical Skills

- | | | |
|--------------------|-------------------|---------------------|
| + C#, GML | + Aseprite | + Reaper DAW |
| + Unity | + Krita, Medibang | + FishNet |
| + GameMaker Studio | + Figma, Miro | + Git |
| + Visual Studio | + ClickUp, Trello | + Github, BitBucket |
| + Animancer | + Odin Inspector | + Microsoft Excel |

Projects

Sinner's Ascent | Real-time Deckbuilding RPG

Unity Engine | Capstone Project | 2021 – 2022

- + Managed a **team of 5** to develop a game in **Unity** over the course of 8 months as **Game Designer, Programmer, and QA** utilizing **SCRUM** methodology.
- + Coordinated with an **external 6-person team** to create music and sound effects, implementing them into the project.
- + Conceptualized and developed the **core mechanics** and **gameplay systems** such as the **Deckbuilding Combat, Enemy AI, and Player Controller.**

Fallen Guardians | 2.5D Hack & Slash

GameMaker Studio | Contest Winner | 2016 - 2017

- + Organized a **team of 5** to collaborate as the **Game Designer, Programmer, and NPC Artist.**
- + Iterated on every aspect of the game such as **Core Mechanics** and **World Design**, working in tandem with team members to achieve **1st place** in Sheridan's annual **GameMaker** contest.

Experience

Game Designer | Bonkers Builders | Remote

Unity Engine | Infinite Onslaught | 2021

- + Refactored and programmed **multiple gameplay systems**, such as the **Weapon and Ammo Systems.**
- + Overhauled all the **Pixel Art** with new **Backgrounds, Characters, Items, and UI.**
- + Worked with another intern under a project manager utilising **SCRUM** principles to deliver weekly content within given deadlines.

Prep/Line Cook | GameTime | Mississauga, ON

2018 - 2019

- + Learned to communicate and work efficiently amongst coworkers of varying experience levels under strict time constraints to maximize overall productivity.

Education

Honours Bachelor of Game Design | Oakville, ON

Sheridan College | 2017 - 2022