

Oscar Monzon

Game Designer

Level & Narrative

Portfolio: <https://www.oscarmgamedesigner.com/>

Experience

2021 - 2022

Published Title – Return to the Skyway – Proprietary Engine

Level & UX Designer

- Co-designed & iterated level layouts.
- Designed & iterated UI & Audio wireframes.
- Prototyped levels & HUD in Unity
- Participated in weekly playtests.
- Helped in refining our game design documentation.

2022 – 2023

Kilonova – Unreal Engine

Co-Design Lead; Level & Narrative Designer

- Established our game's pillars.
- Designed & iterated on level layouts.
- Whiteboxed levels in Maya and imported them in Unreal.
- Designed engagement graph which defined our game's pacing.
- Co-designed encounters with our system designer.
- Established overarching narrative.
- Wrote scripts for dialogues.
- Worked closely with environment artists in establishing a world consistent with the game's narrative.
- Participated in weekly playtests.

2023 – Present

Project Bankrupt – Unreal Engine

Level & UX Designer

- Established our game's pillars.
- Designed & iterated on level layouts.
- Whiteboxed levels in Maya and imported them in Unreal.
- Designed a flowmap which defined our game's pacing.
- Used animation & level sequencers for level progression.
- Designed & implemented menus & tutorials.
- Participated in playtesting.

Education

2020 – 2024

Bachelor of Arts in Game Design

DigiPen Institute of Technology

2017 – 2020

Associates Degree in Digital Media Arts

Bellevue College

Skills

- Unity
- Unreal
- Maya
- Figma
- Articity Draft
- Twine
- Tortoise SVN
- Visual Studio (C#)
- Microsoft Office
- Rapid Prototyping
- Level Design
- Narrative Design
- Encounter Design
- Quest Design
- Game Feel
- Worldbuilding

Languages

- English
- French

Contact

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