



VICENTE CASTILLO

GAME DESIGN & LEADERSHIP



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PROFILE

Innovative visionary who inspires by example to guide the marriage of the creative and the technical. Brings clarity to the creative vision, cultivates confidence in a focused goal, and transforms ideas into tangible player experiences.

- Proficient with all aspects of game design, including level creation, enemy and AI implementation, systems design and tuning, with a focus on implementing well-balanced and well-paced game titles
- Both technically and creatively centered mentality, experienced with text-based and visual scripting languages, as well as the use of multiple editors and tools to create fun game experiences
- Proficient with 3D applications providing good visualization of 3D space, camera, and composition
- Experience with managing and building trust within small and large departments and between different disciplines, while reinforcing the game vision throughout the course of the project



SKILLS AND SOFTWARE

- LUA, JavaScript, VB Script, and proprietary text-based and visual scripting languages
- Unity and similar proprietary engines/editors
- Maya, 3DS Max, Sketchup
- Microsoft Excel, Word, Visio, PowerPoint, Project
- Adobe Photoshop, Illustrator, Flash, Dream Weaver, Premiere
- Google Docs, Sheets, Slides, Apps Script
- Mind Manager, XMind
- DevTrack, TestTrack Pro, Perforce, Source Safe, and proprietary data mining tools



WORK HISTORY

San Francisco, CA

GAMAYA INC.

2016

Sr. Game Designer – *Gamaya Legends (Mobile)*

- Created content for 6 action/adventure levels, including grey-block mesh, functional intractables/destructibles, combat, camera flow, and placements for all mission elements
- Implemented IGCs for story missions; inclusive of scripted actor behaviors, camera movement, dialog, and timing of all elements.
- Authored enemy and NPC state machine and behaviors used for IGCs and combat
- Coordinated with Creative Director on mission dialog and story flow

Sunnyvale, CA

FREELANCE

2014 – present

Game Design Consultant – *Undisclosed Project (Xbox One)*

- Clients include *Mercenary Technology, LLC* and *Gamaya, Inc.*
- Analyzed needs of production team and scrutinized those needs against similar IPs to produce revised creative vision, design specs for game systems, player and enemy mechanics, and level designs for 5 missions, and drafted presentation materials for “game pitch” of undisclosed team-based shooter.
- Outlined critical feedback for game analysis and set up dynamic spreadsheets for tuning and balancing enemy and player parameters.
- Used Maya and Unity to create and populate action-adventure levels (*See Gamaya, Inc. entry for details*)



Novato, CA

TOYS FOR BOB, INC.

2010 – 2014

Design Director – *Skylanders Spyro's Adventure, Skylanders Giants, Skylanders Trap Team (All SKU's)*

- Contributed to transforming struggling project into \$2 billion franchise by refocusing creative vision to merge publisher and team goals, establishing core tenets that target unique branding opportunities, and refashioning game elements to take advantage of new hardware innovation.
- Audited merits of team of 20+ designers, establishing new culture to improve communications and worked with department heads to reform inefficient pipelines. Redefined design roles and implemented custom agile methods to guide scope and quality.
- Established level pacing and puzzle precepts and worked with design team to define a unique game experience, theme, and humor for the *Skylanders* franchise.
- Orchestrated behaviors, placements, and ramping of all enemy and boss encounters and coordinated with Systems Designer to establish holistic difficulty ramp and tuning for each project.
- Worked with Activision to define data mining parameters and used data to affect future projects.

Santa Monica, CA

LUXOFLUX, INC.

2008 – 2010

Senior Game Designer – *Transformers: Revenge of the Fallen (360, PS3)*

- Collaborated with Lead Designer to establish level flow of open sandbox levels as well as our overall mission flow. Authored grey block mesh for the majority of our levels and crafted missions and enemy/boss encounters for half of the missions in the game using proprietary visual scripting language.
- Worked with Gameplay Programmers to integrate new global structures and tools in order to improve development speed of level design group.
- Assisted Systems Designers to tune and establish parameters for driving mechanic and enemy AI.

San Francisco, CA

SECRET LEVEL, INC.

2007 – 2008

Senior Level Designer – *Iron Man (360, Wii)*

- Authored missions scenarios, combat encounters, and bosses for 2 levels using LUA script and proprietary visual script state machine.
- Developed global systems for audio management and assisted other designers with scripting and design issues.

Eugene, OR

BUZZ MONKEY SOFTWARE

2005 – 2007

Lead Game Designer – *Tomb Raider Legends (PS3), Tomb Raider Anniversary Ed. (PS2, 360, Wii)*

- Worked with the Creative Director to prototype and develop key player mechanics, game systems, and archetype level mechanics.
- Authored grey-block mesh, mission scenarios, and combat for key levels using 3DS Max and proprietary level editor and scripting language. Developed and maintained global scripts used by the design and sound departments.
- Worked with engineers to optimize performance and pioneered unique Master System co-op game mode for PSP port of *Tomb Raider: Legend*.
- Prototyped all Wii-specific game mechanics for *Tomb Raider Anniversary Edition* and worked hand-in-hand with gameplay programmers to design script hooks and game systems for tuning and balancing.
- Audited game designs for Midway and A2M (*Artificial Mind and Movement*) as Game Consultant.



Hayward, CA

Z-AXIS, LTD.

2000 – 2005

Lead Game Designer - *X-Men: The Official Game (360), Aggressive Inline (PS, XB, GC), Space Invaders (PS, PC, N64), undisclosed shooter*

- Coordinated with gameplay programmers to implement game systems, mechanics, and balancing/tuning tools for extreme sports, combat and AI, driving, and shooter titles.
- Established game vision for individual projects and maintained design documents for all game features, levels/missions, and dialog.
- Used 3DS Max and proprietary tools to author grey-block mesh, game element placements, surface tags, and triggers for all levels and missions.
- Collaborated with Project Manager and Lead Animator to conduct multiple motion capture sessions, managing and direction actor talent to produce quality raw motion data.

1998 – 2000

Lead Artist - *Dave Mirra BMX 2 (PS2), Freestyle Motocross: Mc Grath vs. Pastrana (PS), Space Invaders (PS, PC, N64)*

- Managed schedule and planning for Art department and worked with other leads to develop a more streamlined pipeline.
- Worked with tools and engineering departments for the development and evolution of art tools. Wrote several Max Scripts used to increase efficiency of level construction.
- Worked with designers to construct level mesh and authored storyboards, characters, props, and levels.
- Created wire-frames and assets for UI screens.

San Francisco, CA

BLAM! GAME DEVELOPMENT

1994 – 1998

Lead Concept Artist - *Monkey Hero (PS)*

- Drafted detailed style-guide and mentored team of 3 artists to consolidate look and feel of character concepts.
- Created character designs and model sheets, concepts for environments and props and storyboards for cinematics and player mechanics.
- Worked with Game Designers to author level and dungeon maps for all game screens.
- Created Sprite FX animations using Photoshop and proprietary “flip-book” style animation tool.

Palo Alto, CA

CRYSTAL DYNAMICS

1994

Storyboard Artist - *Solar Eclipse (SS), Offworld Interceptor (3DO), Gex (3DO)*

- Worked with Lead Artist and Game Designers to create concepts for characters, environments, FX, and props.
- Drafted storyboards for game mechanics, character behaviors, and cinematics.



EDUCATION

San Jose, CA

EVERGREEN VALLEY COLLEGE

1992 – 1994

Fine Arts

San Jose, CA

MISSION COLLEGE

1991 – 1992

Fine Arts



REFERENCES FURNISHED UPON REQUEST