

CRISTINA PEREIRA



GAME DESIGNER | UI/UX DESIGNER



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CAPSCRISS.COM

DESIGN

- **Designed quests** for the Cave level on *Tower of Babel* and worked closely with the programming team to implement quests.
- Identified and **balanced level progression** issues.
- Developed and implemented player interfaces based on usability and human-centered design.
- **Streamlined User Interface** in *Tower of Babel*, considering user feedback from playtests.

IMPLEMENTATION

- Implemented art, narrative, audio, and coding systems for *Who Are They* using Unity.
- Organized playtesting sessions and **documented user feedback**.
- Playtested and **documented bugs, design issues**, and other aspects of the game so appropriate changes can be made.
- Lobbied the use of Trello to keep track of tasks from multiple projects.

LEADERSHIP AND COLLABORATION

- Collaborated as a GameLab Research Fellow at University of Baltimore.
- Reviewed teammate's work while providing feedback during university projects to improve the look and flow of each of them.
- Coordinated and executed initiatives to help the students from the Simulation and Game Design program thrive in the industry.
- Advocated for students as an institutional representative in the Universities at Shady Grove Student Council.

PROJECTS

- **Level Design - UI/UX | TOWER OF BABEL | Team of 6 | 2020 - Ongoing**
Created the "Slums/Cave" level and worked along the art team to make my vision a reality. Redesigned UI interface along with icon sprites. RPG featuring turn-based combat. 36 weeks of development.
- **Programmer - UI/UX | RESILIENCY PROJECT | Team of 2 | 2021**
Implemented major systems and mechanics for mobile platform. Designed and implemented UI. Game that studies how cross-cultural resilience works and how virtual environments and mobile devices can play a role. Ongoing.
- **Project Lead | WHO ARE THEY/QUIENES SON ELLXS? | Team of 5 | 2020**
In charge of the design, implementation, and iteration of most assets, mechanics, and core systems. Players have the opportunity to put themselves in the shoes of people who have been victims of different types of violence. 5 days of development.

EDUCATION

B.S. SIMULATION AND GAME DESIGN

University of Baltimore | May 2021
Cum Laude

A.A.S. COMPUTER GAMING AND SIMULATION

Montgomery College | May 2019
Magna Cum Laude

SKILLS & CERTIFICATIONS

- **ENGINES**
Unity (Certified Associate) | Unreal Engine | Core Engine
- **PROGRAMMING**
C# | HTML5/CSS3
- **SOFTWARE**
Visual Studio | Photoshop | Illustrator | Premiere Pro | Microsoft Office Suite | Google Applications | Trello | Canva
- **LANGUAGES**
Spanish (Native)

WORK EXPERIENCE

IT SERVICE DESK ASSISTANT

Universities at Shady Grove
2019 - Present

STUDENT ASSISTANT

Montgomery College
2018 - 2019