

# CRISTINA PEREIRA



GAME DESIGNER



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CAPSCRISS.COM

## PROJECTS

- **Level Design - UI/UX | TOWER OF BABEL | Team of 6 | 2020 - 2021**  
Created the "Slums/Cave" level and worked along the art team to make my vision a reality. Redesigned some of the UI interface along with icon sprites. RPG featuring turn-based combat. 36 weeks of development.
- **Level Design | PENUMBRA | Team of 5 | 2020**  
Designed the "River" level. Worked along the programming team to implement mechanics on the level and to setup specific encounters along it. Walking Simulator/Narrative driven game. 4 weeks of development.
- **Game Design | 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.

## DESIGN

- **Designed "Cave" level quests and encounters** for *Tower of Babel* and worked closely with the programming team to implement quests.
- Identified and **balanced level progression** issues.
- **Scripted and prototyped** different mechanics and systems using C# and Unity in a fast-paced environment during Game Jams.
- **Streamlined User Interface** in *Tower of Babel*, based on playtest user feedback.

## IMPLEMENTATION

- Implemented art, narrative, audio, and coding systems for *Who Are They* and *Casey's World* using Unity.
- Organized playtesting sessions and **documented user feedback**.
- Playtested and **documented bugs, design issues**, as well as called out 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

- As a GameLab Research Fellow at University of Baltimore, collaborated with professors and students to create research related games.
- Reviewed teammate's work while providing feedback during university projects to improve the look and flow of each of them.
- Coordinated and executed initiatives (workshops, mentorship events, etc.) to help the students from the Simulation and Game Design program thrive in the industry.
- Advocated for students as an institutional representative member from the Universities at Shady Grove Student Council.

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

## WORK EXPERIENCE

### IT SERVICE DESK ASSISTANT

Universities at Shady Grove  
September 2019 – May 2021

- Created troubleshooting tickets and **documented** details of the issue and the steps that were taken to resolve them, escalating as needed.
- Handle tech support over the phone, in-person and remotely in a **fast-paced, highly demanding environment**.