Raul Esteban

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Passionate game designer with a laser focus on innovation and quality in the creative and technical fields of game development. Graduate ready to adapt and learn through experience.

Skills

- **Game Design –** Systems Design, Technical Design, Quality Assurance (QA), UX
- **Game Engines –** Unreal Engine, Unity Engine
- **Programming/Scripting –** Blueprint (Unreal Engine), C# (Unity/Visual Studio), Lua
- **Source Control –** Perforce, Git
- **Documentation & Technical Writing –** Microsoft Excel / Google Sheets, Microsoft Word / Google Docs, Data Simulations (Machinations)
- **Pipeline & Workflow Skills –** Project Management, Team Communication, Independent & Collaborative Problem Solving
- A willingness and aptitude to learn with a deep passion for everything video games.

Projects

Gamma Game – Full Sail University Capstone
AI Programmer / Gameplay Designer
- With the assistance of several designers, implemented a start-to-finish plan on getting a small game project from concept to release, successfully delivering the game in our academic environment.
- Worked on AI systems and tools for level designers to implement them and their specific needs, improving the productivity of their work with user-friendly assets.
- Assisted in debugging to ensure the quality of the project, using my knowledge in Unreal Engine to easily take on the workload for the project.
- Collaborated with my team on multiple game systems and gave my insight and knowledge to improve the end result of the project.
- Gathered accurate testing data from several play testers in an effort to seek out any player-facing issues early on and ensure a high quality polish to the game.

Blood Ticket – MashUp Game Jam 2022
Producer / Gameplay Designer
- Organized a remote team in a successful game jam project in an effort to gain experience working in a team.
- Managed and executed several organization strategies to streamline the workflow of the team using agile development methodologies.
- Developed a core system of the game that proved to be a critical part of the project's final release quality.
- Assisted in brainstorming and collaboration with the project, taking in ideas and suggestions while forming solutions to any issues, communicating the best available options and methods to the team.
- Observed and studied testing data to ensure the quality of the game to improve the end product at release.

Education

Bachelor of Science in Game Design   September 2022
Full Sail University – Winter Park, FL