

Daniel Acevedo

Game Designer and Producer

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EDUCATION

MFA Interactive Media | University of Southern California May 2027

Relevant Coursework: Level Design Workshop, Advanced Gameplay Programming

BA Art & Design: Games and Playable Media | UC Santa Cruz June 2024

Relevant Coursework: Game Prototyping, Interactive Storytelling, Generative Design

AS Computer Science | Mt. San Jacinto College June 2022

Relevant Coursework: Data Structures and Algorithms, C++ Programming

SKILLS

Programming & Development: Unreal Engine, Unity, C++, Blueprints, C#

Tools: Perforce, Jira, Confluence, ClickUp, Miro, Figma, Google Suite, Microsoft Office

PROJECTS

Final Boss | Creative Director, Designer April 2026 - Present

- **Scripting and Prototyping:** Created rapid prototypes and scripted core gameplay mechanics for a 3D Turn-Based RPG using C++ and Blueprints in Unreal, resulting in a refined core gameplay loop with polished combat mechanics
- **Gameplay Design:** Designed 3 main quests and 10+ interactable objects. Iterated on a turn-based combat system centered around the posture bar and parrying as the central mechanics

Masterworks of Horror | Lead Narrative Designer May 2025 - May 2026

- **Cross-functional Collaboration:** Collaborated with game designers on a live-ops PvP card battler to transform literary concepts into compelling gameplay mechanics through 15 original keywords
- **Design Documentation:** Wrote and maintained a card design database for 100+ cards categorized by card type, rarity, and character

Mech Believe Mega Brawl | Combat Designer April 2025 - May 2026

- **Iteration:** Designed and iterated on the enemy design framework for a 3D hack-n-slash roguelike game, encompassing attack behaviors, abilities, traits, and AI behavior trees for 4 common enemies and 1 elite enemy
- **Playtesting:** Led weekly playtests ensuring the player experience goal was being met and balanced 12+ robot arms and a final boss fight with 2 phases and 10+ attack patterns

EXPERIENCE

University of Southern California | Teaching Assistant January 2025 - Present

- **Task Tracking and Milestone Delivery:** Tracked assignments in Google Sheets, monitoring deadlines, verifying submissions against requirements, flagging missing materials, and following up with students to keep records current
- **Schedules and Roadmaps:** Coordinated weekly class schedules and assignment milestones, helping students and the instructor stay aligned on upcoming deliverables

IndieCade | Game Design Intern

- **Implementation:** Implemented 3 gameplay components, environment art assets, and integrated character models with animations

HONORS AND AWARDS

USC William J. Byron/Electronic Arts Endowed Scholar, Anna and Ray Romano Family Endowed Fund Scholar, Nike HSI Scholar