



Javier Quintero

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Technical Game Designer

Scripting

Systems Design

Tools

Skills

• Game Design

- Systems Design
- Rapid Prototyping
- Game Feel
- Tool Creation

• Programming

- C#
- C/C++
- Javascript
- Python

• Game Engines

- Unity
- Unreal
- Zero (DigiPen)
- Adobe Flash

• Other

- Narrative Writing
- Photoshop
- Illustrator
- SourceTree

Experience

Zero Playtesting, LLC

Founder, Technical Game Designer ————— October 2016 - November 2019, October 2021 - Present

- Assembled a team and was the technical lead and creative director of the game Sincerely, OppCorp: a first-person logic puzzle game with a branching story about a robot that delivers mail, made in Unity.
- Implemented the majority of the game's core systems such as a first pass of a procedural level generator, a sound manager for playing and synchronizing diegetic sounds, an interaction system linked to animations and equipped items, a letter-delivery manager, as well as a runtime color manager which also provides some colorblind accessibility.

Independent

Technical Game Designer ————— September 2020 - Present

- Collaborated on a competitive physics-based multiplayer Unity project. Designed the game's architecture and implemented basic physics calculations such as the leverage of objects on a platform and friction.

Draco Studios

Technical Game Designer ————— November 2019 - August 2020

- Created and maintained tools to assist in the development of a tabletop wargame. Made mostly in Google Scripts, these tools included a rating system for the creation, balance and exporting of units; an importer and sanitizer of flavor text; a unique ID system for cards; and formulas for specific metrics such as the expected values of attacks.
- Worked on a cancelled mobile game based on the company's IP. Implemented systems such as a touch-controlled camera with panning, zoom and momentum. Also participated in the planning of the overall design for the game.
- Transitioned the game's playtests to Tabletop Simulator in anticipation of disruptions caused by lockdown policies.

Lead Game Designer ————— November 2019 - August 2020

- Determined priorities, made final decisions, ran meetings and assigned tasks to individual team members.
- Overhauled the game's rulebook in order to make it accessible and appealing to a broader audience. Also became the sole author of all subsequent versions of it, maintaining a unifying vision for the game.
- Presented a Q&A panel about the game's design at Gen Con 2020, along with the rest of the design team.
- Created guidelines to streamline the company's testing methodology and philosophy across various areas and teams.
- Created mechanics, unit stats and powers for the game, as well as adapting and updating existing ones.

8th Shore, Inc

Technical Game Designer ————— June 2016 - September 2016

- Worked as both game designer and programmer on a tech demo for a networked FPS in VR, an unreleased financial simulation app for iOS and a prototype for a wave defense minigame in VR. All of the projects were made in Unity.
- Was the technical lead on the VR FPS, creating most of the game's core systems. Notable among these was the system which allowed the team to create weapons that felt distinct by simply modifying variables in the editor.
- Worked closely with artists and animators to facilitate the pipeline for importing assets into the games.

Lone Shark Games

Freelance Puzzle Designer ————— May 2016

Systems Design Intern ————— January 2016 - April 2016

Digipen Institute of Technology

Teaching Assistant ————— January 2014 - December 2014

Education

DigiPen Institute of Technology ————— September 2012 - May 2016

- Bachelor of Arts in Game Design
- Minor in English