

ANDY OCAMPO

Game/Level Designer

He/Him | 224-814-9888 | andyocam99@gmail.com | andyocampo.com

SUMMARY

Determined and passionate game/level designer looking to create exciting and meaningful experiences and be a part of a team that brings worlds and ideas to life.

EXPERIENCE/PROJECTS

Hardcore Pizza Delivery, Unreal Engine 4 - Game/Level/UI Designer 2021

First person platforming game about delivering pizza using a grappling hook

- Pitched main idea for grappling hook mechanic
- Created main, pause, and options menus
- Worked with programmers to iterate grappling mechanic
- Created player HUD
- Created tutorial, hub, and New York City levels
- Calculated game metrics for other designers

Gallery Thief, Unity - Game/Level/UI Designer 2020

Third person stealth prototype where the player avoids guards to steal art

- Pitched main idea for game and mechanics
- Created main and pause menus
- Worked with other designers to create game map
- Designed guard AI path for player to avoid

Save The Swamp, Unity - Programmer Game/Level/UI Designer 2020

2D puzzle game about helping frogs reach their destination

- Wrote the code for the player's and frog's mechanics
- Created UI/UX
- Created and iterated on all levels
- Designed guard AI path for player to avoid

Reactor & Moonbase, Quake Engine - Level Designer 2020

A custom multiplayer map and a singleplayer map designed for Quake

- Designed layout of levels for exciting, engaging gameplay
- Textured levels using default Quake textures
- Greyboxed and tested levels with players
- Lit levels using different lighting presets

SKILLS

- Unity Game Engine
- Unreal Engine 4
- C#
- Unreal Blueprints
- Adobe Photoshop
- Adobe Illustrator
- Level Design and Planning
- Level Layout (Greyboxing)
- Github
- Perforce
- Unity Probuilder
- Autodesk Maya
- UI/UX
- Project Management
- Gameplay Loops and Systems
- Microsoft 365 Suite
- Team Oriented
- Bilingual (English and Spanish)

EDUCATION

Columbia College Chicago, Chicago, IL
Bachelor of Arts - Game Design & Development

September 2017 - May 2021

Bachelors Coursework

- Game Design I and II
- Game Engine Scripting
- Advanced Game Scripting and Environments
- Game Studio I and II
- Indie Team Game Project
- Object Oriented Programming
- Computer Animation: Modeling
- 2D Motion for Games
- Sound and Music for Interactive Media