

 elsweeten.com

 linkedin.com/in/elsweeten

EDUCATION

B.S. Arts & Entertainment Technologies

University of Texas at Austin

08/2018 - 05/2021

3.98 GPA

Certificates

- ◇ Business Spanish

SKILLS

Unity3D

Unreal Engine 4

Twine

Microsoft Office

Adobe Creative Suite

Miro

Java

C#

Jira

PERSONAL PROJECTS

Dungeons & Dragons Campaign, "Islands" (01/2020 - Present)

- ◇ Designed combat encounters, enemies, and game systems.
- ◇ Created digital assets such as battle maps, character tokens, and scripted character sheets for use in Virtual Table Top program.
- ◇ Wrote narrative materials such as dialogue and character profiles to build an immersive world and engaging experience.

HONOR AWARDS

Best in Show, "Succession" (01/2020)

Global Game Jam, Austin TX

- ◇ Designed a high-quality multiplayer storytelling game within 48 hours.

Elián Sweeten-Lopez

Game Designer & Writer

Elián holds a degree in Arts & Entertainment Technologies with an emphasis in game design and has professional experience as a game designer in diverse work environments including an AAA company, a fast-paced start-up, and multiple indie studios.

WORK EXPERIENCE

Game Content Designer

GreenPark Sports

06/2021 - 05/2022

Mobile games start-up known for their sports fandom MMO, GreenPark Sports.

Achievements/Tasks

- ◇ Designed game content such as collectibles and cosmetics while managing content data through use of varied tools, ensuring an organized content creation pipeline.
- ◇ Created extensive documentation of content design processes and conducted thorough market research exploring opportunities for new types of content.
- ◇ Collaborated closely with other game designers as well as art and production teams.

Associate Game Designer

Kabam Inc

01/2021 - 04/2021

Mobile games company known for Marvel Contest of Champions.

Achievements/Tasks

- ◇ Worked on a team of designers towards shipping a AAA mobile roguelike.
- ◇ Created and implemented unique heroes with differing abilities in Unreal Engine 4.
- ◇ Playtested daily with the gameplay experience team and incorporated playtest feedback into system, gameplay & level designs.

Intern Game Designer & Writer

Retora Games

05/2020 - 08/2020

Mobile games company known for their fantasy RPG, Merchant.

Achievements/Tasks

- ◇ Collaborated with designers across disciplines to create new gameplay systems for an update to Space Merchant, a popular mobile RPG game.
- ◇ Led content design for Space Merchant including quests, dialogue, and story lines.
- ◇ Managed and implemented game data with keen attention to detail.

Lead Game Designer, Intern Team

Astire Games

01/2020 - 05/2020

Indie games company known for their multiplayer action battle game, Cosmos Arena.

Achievements/Tasks

- ◇ Led the game design process from initial prototype to finished product, shipping a mobile RPG for iOS and Android.
- ◇ Created and implemented level and quest designs in Unity3D which featured exploration, puzzle-solving and combat.
- ◇ Wrote extensive design documentation and crafted player-facing narrative content such as dialogue and flavor text.