

Elián Sweeten-López

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 AAA companies, a fast-paced start-up, and indie studios.

Austin, TX, USA

elsweeten.com

linkedin.com/in/elsweeten

WORK EXPERIENCE

Technical Game Designer Wildlife Studios

10/2023 - 02/2025

Large mobile games company based in Brazil with offices spanning the globe.

Achievements/Tasks

- Led design and technical implementation of engaging metagame and narrative content for Secret Puzzle Society, boosting retention rates in 98% of players.
- Optimized content production pipelines and technical processes to meet consumer demand while maintaining a superb standard of quality.
- Designed and implemented automated database systems to improve the efficiency of narrative content implementation by over 200%.

Contact: Jason Nowak - jasonnowak@me.com

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.

Contact: Ju Hyun Alvarado-Mawn -
(415) 887-8579 / juhyunoh.art@gmail.com

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.

Contact: Crystal Larsh - (727) 460-4387 / crystal.larsh@gmail.com

SKILLS

Unity3D Unreal Engine 4 Adobe Creative Suite

AirTable Twine Microsoft Office Java C#

Jira Miro Figma

EDUCATION

B.S. Arts & Entertainment Technologies University of Texas at Austin

08/2018 - 05/2021

3.98 GPA

Certificates

- Business Spanish

HONOR AWARDS

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

Global Game Jam, Austin TX

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

LANGUAGES

English

Native or Bilingual Proficiency

Spanish

Professional Working Proficiency

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 programs.
- Wrote narrative materials such as dialogue and character profiles to build an immersive world and engaging experience.