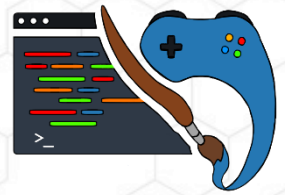


WILLIAM SANTOS

TECHNICAL DESIGNER

Website — <https://wesantos.com>

LinkedIn — <https://www.linkedin.com/in/wesantos/>



TECHNICAL SKILLS

● Gameplay Scripting

- ❖ Break down and **implement gameplay features**.
- ❖ Design code that is **highly flexible and modular** with **minimal circular dependencies**.
- ❖ Adapt design patterns that **improve scalability and reduce iteration time**.

● Tool Development

- ❖ Implement tools that can **speed up development** and improve the lives of designers.

● UI Design

- ❖ **Sketch UI concepts** for Artists & **explain functional requirements** to programmers.

GAME PROJECTS

● Game Director | *Legend of the Outlaw Mage* | The Guildhall

Action Role-Playing | UE4 | 16 Developers | 6 months

- ❖ Provided a **unified vision for the game**.
- ❖ Led the team to **bring the vision of the game to life**.
- ❖ Storyboarded the game to better **illustrate the end-product to the team**.
- ❖ Designed and programmed **UI Animations** to add polish to the project.

● Lead Level Designer | *Snowpainters* | The Guildhall

Multiplayer Penguin Racer | UE4 | 40 Developers | 4 months

- ❖ Guided the Level Designers on **how to design for Kart Racers** by having them play *Mario Kart 8* and *Crash Team Racing*.
- ❖ Researched **track building methods** that could help **reduce the number of art assets** needed for the game.
- ❖ Pioneered the team-wide strategy of using **strike teams** to quickly **address multi-disciplinary problems in development** such as communication pipeline issues between artists and level designers.

● Level Designer | *Gravity Calamity* | The Guildhall

Puzzle Platformer | Unity 2019 | 6 developers | 3 months

- ❖ Assisted **team members, unfamiliar with Unity**, on how to use it effectively and **debugged problems encountered with the engine**.
- ❖ Created **Action Blocks** to test out potential puzzle mechanics in modular pieces.
- ❖ Coordinated with the team to design a series of levels to **slowly teach the player** the gravity mechanics of the game.

WORK EXPERIENCE

● Event Designer | *Wayfinder* | Airship Syndicate

Co-op Action Role-Playing | Unreal Engine 4 | 90+ developers | 2 years

- ❖ Designed **modular gameplay moments** for use in procedurally generated levels.
- ❖ **Automated command line executions** for level testing.
- ❖ Designed blueprints that **cleanly replicate** in a multiplayer environment.
- ❖ Meticulously audited text to make sure it was **mapped to string tables for localization**.

SOFTWARE

The Guildhall (SMU)
Hofstra University

SOFTWARE

Microsoft Visual Studio
Visual Studio Code
Unity
Unreal Engine 4 (UE4)
Hammer (Half Life 2)
Creation Kit (Fallout 4)

LANGUAGES

C#
UE4 Blueprints
Lua
Papyrus

SKILLS

Communication
Code Architecture
Prototyping
Feature Breakdown
Level Design