/// Daniel Contreras Mejia

Systems Designer & Game Designer

As a game developer, I've eagerly fulfilled roles as Systems Designer, Gameplay Engineer, Game Designer, Level Designer, Tools Designer.

dancmj.net
Vancouver, BC
+ 52 1 (662) 180 3765
daniel.c82@gmail.com

EXPERIENCE

Vancouver Film School
SUPER NEON COLOSSEUM // Jul 2017 - Dec 2017
Unreal Engine 4, C++ | 3D Vehicle Combat Multiplayer | 6 Person Team

Systems Designer, Level Design and Gameplay Engineer.

- Implemented a suspended hovercraft by working with Unreal's vehicle system which that allowed rapid iteration, prototyping, and testing.
- Worked closely with programmers and artists to ensure the models and programming fit properly together.

Vancouver Film School
SUBSHIFT // Mar 2017 - Jun 2017
Unity 5, C# | 2D Puzzle Platformer | 5 Person Team

Systems Designer, Game Designer, Tools Designer and Gameplay Engineer.

- Designed and scripted level design tools.
- Worked closely with environment artist to create a polished feedback system.
- Implemented a modular form-changing system which let the team to rapidly iterate through ideas, feedback and last minute changes.

Nearsoft, Inc.
PAPER GAME DESIGN WORKSHOP // NOV 2016
Two 3 hour workshops | 40 attendees total

Presented a workshop, first half being game design theory and the second being hands on experimentation. Overall positive feedback was received.

- Taught and showed the attendees the importance of paper game design.
- Explained the MDA (Mechanics-Dynamics-Aesthetics) Framework so attendees can use it to analyze and think about their creations.

Nearsoft, Inc.
QA AUTOMATION ENGINEER // APR 2015 - DEC 2016
Ruby, Javascript, C# | 4 Projects | 5 Teams

Responsible for designing and implementing automated testing suites for multiple platforms and technologies.

- Rest API testing using Ruby with RSpec / Airborne.
- Created a single Hybrid Mobile Automation Testing Suite using C# with Xamarin Test Tools, for testing both Android and iOS Apps.
- Web automation testing suites using Page-Object Design.

SKILLS

Technologies
Unreal Engine 4, Unity 5 C++, C#, Ruby, Javascript, Node.js, Angular.js, Logic Pro X, QA Automation, Git, Perforce

Technologies
*Fluent: English, Spanish
Basic: French*

PASSIONS

Game Design History
Learning about the backstories of the creation of games and, personas in the industry is one of the things I love researching about.

Music
Recording and mixing some songs for my band's album for release is one of my fondest memories.

Level Design
I've designed levels for Starcraft, Halo 3, Trials HD, Tony Hawk 3. Definitely the most fun I've always had in games.

EDUCATION

Game Design
Vancouver Film School
Jan 2017 - Dec 2017

BSc Computer Science
Universidad de Sonora
2010 - 2015