

David Almaguer

Technical Designer

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SKILLS

- Team Management
- Macro/Micro Decision Making
- Gameplay Design
- Rapid Prototyping
- Programming
- Visual Scripting
- Source Control

TOOLS

- Unreal Engine 4
- C++
- Unity
- C#
- Bitbucket
- SourceTree
- Visual Studios

EXPERIENCE

Trench Squad Games

Jan 2019 – Present

KnockOut University – Creative Director/Technical Designer

- Co-Authored Game Design Document and Art Style Guide
- Oversaw and managed the design process
- Set up and managed source control
- Scripted the camera, fight cell, and player functionality

Fire Fighter Games

Aug 2018 – Dec 2018

Once A Stray – Tech Lead

- Set up and managed source control
- Managed a team of programmers and distributed tasks
- Scripted the player and player combat functionality
- Scripted all menu functionality

EDUCATION

University of Central Florida – Orlando, FL

Bachelor of Arts in Digital Media

Aug 2016 – May 2019

Miami-Dade College – Miami, FL

A.A in Computer Science

Aug 2013 - June 2016