

# Demmy Mangusso

## Game Designer

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### TOOLS

- C#
- Unity
- Confluence
- Excel

### SKILLS

- Communication
- Creative Problem Solving
- Team Leadership
- Fast Learning

### EXPERIENCE

#### **WARNER BROS. GAMES BOSTON, TECH DESIGN INTERN**      **MARCH 2021 - PRESENT**

Technical designer on *Game of Thrones: Conquest*, working on tools within Unity

- Fixing bugs that would hold back or harm progress for design team
- Creating additional features and implementing new variables for design team to iterate with
- Revamped existing tools for greater proficiency and utility
- Developing customizable file-opening tool as a Unity executable for convenience of studio

#### **ZAPDOT, GAME DESIGN INTERN**

**JUNE 2019 - AUG. 2019**

Game designer on unannounced 2D shoot-'em-up project

- Wrote extensive project documentation for all gameplay aspects and project direction
- Communicated with programming team to identify systems and tools that can be used to make prototyping and production faster for designers
- Prototyped and iterated on various combat encounters within gameplay
- Organized playtesting to spot design issues with current builds and for pinpointing next steps in the project

#### **MASSDIGI, LIVE STUDIO DESIGN INTERN**

**AUG. 2017 - MAY 2020**

Game designer on multiple mobile and PC projects as part of college coursework

- Game design, systems design, level design, and more on *Takeover Trail*, *Raise the Bass*, *JumpSTART: Triage*, *Inner Demon*, and *Merge Critters*
- Analyzed and documented on design issues with projects to create semester plans for the team and to implement solutions into the project
- Used data from mobile projects to connect retention problems to design flaws, then created solutions and content updates based on these issues
- Documented, implemented, and iterated on new environments and levels for PC projects

## **VOLUNTEER**

### **SECRETARY / TREASURER, IGDA BECKER CHAPTER**

**AUG. 2018 - MAY 2020**

Involved with college club operating under the IGDA Student SIG

- Works to maintain and grow game development community in Becker College
- Hosts weekly events for students including game jams, demo nights, event talks from industry professionals, and competitions
- Keeps track of IGDA Becker budget and creates budget plans for needs of future events

## **EDUCATION**

### **BACHELOR OF ARTS: GAME DESIGN, BECKER COLLEGE**

**AUG. 2016 - MAY 2020**