

Demmy Mangusso

Game Designer

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TOOLS

Unity, C#, Unreal, Blueprints, Excel,
JSON, Maya, Visual Studio, SourceTree,
Confluence, JIRA, Plastic SCM, GitHub

SKILLS

Level Design, Systems Design, Content Design,
Rapid Prototyping, Design Documentation,
Tools Development, Game Programming

EXPERIENCE

THE DEEP END GAMES, LEVEL DESIGNER

JAN. 2022 - MAY 2022

Contract level designer on [Romancelvania](#), a Kickstarter-backed metroidvania with romance mechanics

- Concepted and created areas for core gameplay and breaks in gameplay loop
- Wrote detailed documentation for keeping track of level flow
- Created new level assets with Blueprints in Unreal

WARNER BROS. GAMES BOSTON, TECH DESIGN INTERN

MARCH 2021 - DEC. 2021

Technical designer on [Game of Thrones: Conquest](#), a top ten free-to-play mobile 4X strategy game

- Refactored and improved on design tools in Unity made for JSON data implementation
- Collaborated with design team to improve proficiency and utility of tools
- Developed file-opening tool in Unity to enhance efficiency when managing files

ZAPDOT, GAME DESIGN INTERN

JUNE 2019 - AUG. 2019

Game designer on unreleased 2D shoot-'em-up game

- Wrote detailed design documentation during pre-production
- Collaborated with programmers to improve design workflows
- Prototyped and iterated on AI for over 20 unique enemies

INDEPENDENT, GAME DEVELOPER

DEC. 2018 - PRESENT

Solo game developer on [tri.Attack\(\)](#); (classic arcade shooter) and [Grayland](#) (contemplative puzzle platformer), and lead designer on team project [Stabby Cats](#) (chaotic PvP action platformer)

- Designed all gameplay and programmed all systems in solo game projects with C# in Unity
- Led playtesting and outreach through events like PAX East and BostonFIG
- Implemented Steamworks SDK and set up Steam store pages

MASSDIGI, LIVE STUDIO DESIGN INTERN

AUG. 2017 - MAY 2020

Game designer on mobile games [Merge Critters](#) and *Raise the Bass*, and PC game *Inner Demon*

- Content, systems, and level design on multiple projects
- Used data-driven design for pinpointing retention issues
- Documented, implemented, and iterated on new environments and levels for PC projects

EDUCATION

BECKER COLLEGE, BACHELOR OF ARTS - GAME DESIGN

AUG. 2016 - MAY 2020