

Demmy Mangusso

Game Designer

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TOOLS

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

SKILLS

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

EXPERIENCE

GAMEFAM, GAME DESIGNER

JAN. 2023 - PRESENT

Content and systems on [Sonic Speed Simulator](#), a SEGA-collaboration and Roblox's #1 branded experience

- Used live-ops experience to raise session length and retention
- Consistently pushed designs into the project with both KPIs and scope as goals
- Wrote narrative with Sonic characters with little edits from SEGA executives

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

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