

Andrew Villaseñor

LEVEL & GAME DESIGNER

Pasadena, CA | 805.766.6867 | andrewvillasenor2002@gmail.com

Portfolio Site - villasenordev.com

Skills

- **Game Design**

Level Design | Rapid Prototyping | Systems Design | Design Documentation

- **Production**

Communication | Organization | Problem Solving

Software

- **Game Engines**

Unreal Engine 5 | Unreal Engine 4 | Unity 3D | Unity 2D | Twine

- **AI**

ChatGPT | Claude

- **Documentation & Communication**

Confluence | Notion | Excel | Word | Slack | Microsoft Teams

- **Creative**

Figma | Miro | Procreate

Experience

Wolf Games | Game Design Intern

May 2024 – December 2024

- Game Design Intern focused on rapid prototyping in Unity
- Documented and organized new gameplay concepts in comprehensive documents
- Created narrative and level design wireframes in Twine
- Created and experimented with new gameplay mechanisms using AI tools

Familiar Machines & Magic | Freelance Writer & Designer

February 2025

- Collaborated to develop gameplay and interaction scenarios for an unreleased product
- Designed experimental gameplay ideas focused on gamification
- Provided game design-focused feedback to a multidisciplinary team

ArtCenter College of Design | Teaching Assistant

January 2026 - Current

- Teaching assistant for Brian Allgeier's "Innovative Game Mechanics" course.
- Provided mentorship and feedback, focused on creating experimental mechanics
- Collaborated with instructor to develop supporting materials for students

Bodeville | Game Design Intern

April 2024 – June 2024

- Worked with design team to develop a game playable on social media platforms
- Workshopped design concepts in collaboration with senior designers

Education

ArtCenter College of Design | Pasadena, CA

September 2022 – April 2026

- Bachelor of Science in Game Design