

John D'Amico

Game Designer

Contact

E-mail

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LinkedIn

[in/johnathon-d-amico/](https://www.linkedin.com/in/johnathon-d-amico/)

Portfolio

damicodesigns.net/

Twitter

twitter.com/MegaNintenBro

Software

Unity Engine (2D & 3D)

Unreal Engine

Adobe Suite

Maya

Plastic SCM

Substance Painter

Trello

TestFlight

Unity Dashboard

Microsoft Office

Areas of Expertise

Interactive Media

Mobile Games

Digital Games

Digital Distribution

Free 2 Play

Video Editing

Client Relationships

Leadership

Professional Game Development Experience

2020 - 2020



Level Designer/Game Producer -MassDiGi

- Led a team of six and built levels for mobile game- *Danger Ducklings*
- Brainstormed and designed an easy-to-use level creation tool in Unity, built with help from the team's programmers
- Crafted a guide to building levels using our tool, including instructions on how to make levels, common techniques that align with our design philosophies, and what to avoid
- Conducted gameplay analyses with team members/QA to fine tune the game's difficulty curve and level quality
- Communicated with all disciplines to ensure we were up to date on goals and on track to complete them

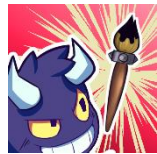
2019 – 2020



Level Designer/Associate Game Producer -MassDiGi

- Reviewed and overhauled random tile spawning system to create a more coherent level curve in the mobile game- *Cyberdrive 2077*
 - These changes doubled our level retention metrics
- Increased player retention by 25% by adjusting level order/length
- Created level documentation to match randomly spawning tiles more easily to the levels they appeared in
- Built and implemented 3D modeled obstacles in engine

2019 – 2019



Level Designer/QA Tester -MassDiGi

- Rebalanced and redesigned levels based on data driven decisions for the mobile game- *Line Slider*
- Worked with programmers to test and implement new gameplay features and systems
- Created a plan to increase player retention using Live Ops by making informed level changes based on player data.

Leadership Experience

2021-Present

Coding and Game Design Instructor -KidzToPros

- Led after-school classes of 12-15 elementary school students
- Taught students' beginner-level coding and game design curriculum, as well as computer and software basics
- Maintained equipment's usage and condition

2018 – 2021

Lead Admissions Ambassador -Becker College

- Promoted to lead admissions ambassador role after 2 years of exemplary performance as an admissions ambassador
- Designed new online tour experience in response to the pandemic
- Gave campus tours (virtually and in-person) to visiting students

Education

2017-2020

Bachelor of Arts: Interactive Media Design

Becker College - Worcester, MA

GPA- 3.96