

# Luis Brito



## Technical Designer

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### EXPERIENCE

#### Associate Game Designer - Level-5 IA (5/17 - Present)

[PVP/PVE Third Person Action Title](#) (TBA)

I lead design on Characters, Combat, and Camera; defining core gameplay systems, planning their execution with my team, iterating through code, and ensuring completion.

- Scripting gameplay in Unity with C#
- Managing Source Control with FTP and Perforce
- Tuning all relevant systems for feel and flow
- Programming tools for Design Team in Python that assess player progression used to tweak drops and rewards

#### Gameplay Developer - Thar Be Monsters (2/17 - Present)

[Blubber Busters](#) (PC, Switch)

I iterate on designs for player kits, enemies, and scripted events in our builds as we near publishing. I also handle tasks like integration of animations and VFX from our artists.

- Implementing audio with Wwise
- Utilizing Perforce: P4V for source control
- Coding reusable systems and gameplay in Unity with C# and Visual Scripting
- Assessing feature progress and prioritizing more complete gameplay for ship

#### Level Designer - Gears for Breakfast (1/18 - 4/18)

[A Hat in Time](#) (PC, Xbox One, PS4)

I was contracted to lead design on new content for A Hat In Time. I composed a concept for "Blue Time Rifts", performed initial blockmesh and iteration on levels, and scripted functionality/events with a progression leading up to a "peak" player experience.

- Scripted gameplay in UDK with C++ and Kismet Visual Scripting Language

#### Technical Designer - Various Studios (2013 - 2017)

[Legends of Aria MMO](#) - Citadel Studios (PC) (Indie MegaBooth)

[Phantom Halls](#) - Incendium Games (PC) (EGX Rezzed Showcase)

[Blood Alloy: Reborn](#) - Suppressive Fire Games (PC, PS Vita) (Magfest, BFIG Showcase)

[Air Brawl](#) - Landfall Games (PC) (GDC Showcase)

### LANGUAGES

C#, Call of Duty GSC

Lua, Python, Squirrel,

Blueprints, Kismet, C++

### ENGINES

Unreal (4 and 3/UDK), Source,

Unity, Call of Duty Radiant

### TOOLS

Wwise, Visual Studio

Perforce, Git, SVN, Google Docs

JIRA, LucidChart, Balsamiq

3DS Max, Photoshop

### ACCOLADES

IGDA Scholar (GDC 2017)

Conference Associate (GDC 2018)

### HOBBIES

Photography, Fixing bicycles,

[Blogging about Game Systems](#)

### EDUCATION

George Mason University

Computer Science, Computer  
Game Design BFA