

DONOVAN SEPULVEDA

Game Designer/Programmer

WORK EXPERIENCE

Blizzard Entertainment

JULY 2017 - PRESENT

Tespa East Regional Coordinator

- Helped plan/facilitate numerous East Coast collegiate gaming event activations, resulting in over 500+ attendees in Q1.
- Improved event quality for 3rd party partners/sponsors by developing, educating and managing 12 unique event activations.
- Produced and maintain bug reporting system that increased efficiency of reporters and testers, as well as resulted in a faster turnaround time for hotfixes/web sprints.

iD Tech Camps

APR. 2016 - AUG. 2017

Seasonal Instructor

- Mentored 50+ students ages 7-17 in the core fundamentals of game design, programming, and project management.
- Organized 4+ inter-regional gaming tournaments, fostering collaboration and communication among students.

PROJECTS

Rapture The Flag

JAN. 2017 - PRESENT

Producer/Game Designer

- Spearheaded development of title with a team of 8 members.
- Managed project timeline and coordinate communication between artists, programmers, and designers.
- Designed core gameplay mechanics and implemented all game UI.
- Facilitated 30+ play testing sessions and analyzed results for an increased gameplay experience.
- Won award for Best Multiplayer Game at RPI GameFest 2017 after 3 months of development.

View at: bit.ly/RaptureTheFlag

My Future Family

JAN. 2017 - APR. 2017

Project Manager/Game Designer

- Designed and programmed 2 mini-games to be used for the overall project.
- Designated task distribution for team to keep a consistent flow of development.
- Game deployed to over 375 children in India in August 2017.

View at: bit.ly/MyFamilyGame

EDUCATION

B.A - GAME DESIGN AND DEVELOPMENT

QUINNIPIAC UNIVERSITY - 2017

SKILLS

ENGINES

Unity 2D/3D
Unreal 2D/3D
Guts/Hammer

LANGUAGES

C#, C++
Javascript
HTML/CSS

OTHER

Jira/QA Testing
Project Management
Microsoft/Google Suite
Photoshop
Source Control/GIT

LEADERSHIP

QU GAME CLUB (2013 - 2017)

Led a diverse team of 8 student officers to create 6+ epic gaming events for the second largest club on campus with over 150 members.

HOTCAKES STUDIOS (2016 - 2017)

Formed an LLC to develop *Rapture The Flag* at Pax East 2017, where we showcased the game to over 500+ players.

CONTACT



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