

DONOVAN SEPULVEDA

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Game Design and Development student seeking to create engaging experiences.

EDUCATION

BACHELOR'S DEGREE OF GAME DESIGN AND DEVELOPMENT

QUINNIPIAC UNIVERSITY – HAMDEN, CONNECTICUT

Studying as an undergraduate at Quinnipiac University. Majoring in Game Design and Development. Graduating with degree as of May 2017.

RECENT PROJECTS:

Rapture The Flag: A top down action oriented capture the flag game two teams of angels vs. demons. I am the systems/UI programmer as well as level designer, and the game is set to be showcased at Pax East 2016 in March. Here is a [gameplay video](http://bit.ly/RTFVideo) (bit.ly/RTFVideo)

No Place Like Home: An environmental storytelling game that is meant to explore the realities that the issue of homelessness can have on people. I am the level/sound designer and programmer for the game. Here is a [gameplay video](http://bit.ly/NPLHVideo) (bit.ly/NPLHVideo)

Red Running Hood: A top down endless runner for mobile platforms, Red Running Hood puts a modern twist on the classic children's tale. Here is a [short clip](http://bit.ly/RRHVideo) (bit.ly/RRHVideo)

RELEVANT EXPERIENCE

IDTECH INSTRUCTOR

RIDER UNIVERSITY, NEW JERSEY

April 2016 – August 2016

- Facilitated camp groups for youth groups ages 7-18.
- Facilitated creation of brand new games using Unity, the GUTS Engine, and the Hammer Engine
- Taught the essentials of Level Design and basic programming to create meaningful and fun experiences for players.

LEADERSHIP

Student Ambassador for Prospective Students – Worked with the Game Design and Development program to showcase work and speak with potential university students about the school's program.

President of the Quinnipiac University Game Club – Led the QU Game Club throughout the year, holding multiple activities open to all members of the Quinnipiac Community, including an anticipated charity tournament in the Spring of 2016.

President of the Quinnipiac University Tespa Chapter – Led the Tespa QU branch. Tespa is a sector of Blizzard Entertainment, which works with colleges across the country to have multiple gaming events open to the whole community.