CRISTIN PASCHAL
Content Designer

CP

CONTACT

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SKILLS

Engines
Apex engine

Unreal Engine 4

Unity 5

Twine

Languages
Unreal Blueprints

HTML

Javascript

Software
Photoshop

Microsoft Office Suite

Audacity

Productivity
Perforce

Soft Skills
Pitching & Presenting

Collaboration

Data Driven Design

Process Analysis

EXPERIENCE & EDUCATION

○ Employment
● Experience

present - 2018

Content Designer
Just Cause 4 DLC — Avalanche Studios

Prototyped all mission modules used to create main DLC1 content
Owned custom scripted intro mission for DLC1
Owned vehicle based and combat heavy levels

2018 - 2016

Content Designer
Just Cause 4 — Avalanche Studios

Designed and owned quests and collectibles (roughly 80% of secondary content), from concept pitches with directors and prototypes to shipping quality

Coordinated across departments to create and implement world concepts and locations to reinforce gameplay and narrative in self-driven content

Developed content in modular systems to reduce bugs, improve iteration time, and increase ease of use for gameplay, world, and systems designers

Participated in publisher driven playtests and helped accrue feedback to determine future development tasks

Worked with tools programmers and central tech on day-to-day tools bugs and long-term feature improvements

2015

Designer, Producer
Blackwood — Panic Factory

Wrote overarching game narrative and flow of scripted events
Designed, implemented, and tuned scripted events and animation-driven jumpscares
Tuned controls to reduce risk of motion sickness for VR
Organized outside playtests at various events to promote feedback-driven design

2015

Level Designer
Lanterns — FIEA student project

Pitched and prototyped maze level around tight AI restrictions
Manipulated rigged characters in Maya for use in murals and statues
Helped facilitate playtests to promote data driven design

2015 - 2014

MS in Interactive Entertainment
University of Central Florida

Worked as designer and part-time producer on rapid prototype and short term playable projects in a range of genres and platforms, working in timelines from 2 weeks to 6 months

Paper prototyped systems, levels, and concepts, scripted in Unreal Blueprints and HTML, and implemented in Unreal and Unity engines

Coordinated team brainstorming sessions, managed team tasking, and presented milestones to peers and directors

2012 - 2008

BA in Biology, BA in Classics
University of Missouri

Writing tutor with the university Writing Center
Sigma Sigma Sigma Sorority
Charter member, Scholarship Chair 2009-2012