

CRISTIN PASCHAL

Mission Designer



present

-
2019

CONTACT



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479.409.4755

SKILLS

Engines

UE4/5
Apex

Tools

Twine
Miro
Photoshop
Perforce

Mission Design

Blueprint Scripting
Modular Design
Content Management and Tracking

Level Design

Graybox and Kit Blockout
Linear- and Open-level Design
Apex Terrain Editor

Production

Pitching
Prototyping
Feedback and Playtesting
Cross Discipline Collaboration
Team Presentations

EDUCATION

MS in Interactive Entertainment

University of Central Florida, FIEA
2014-2015

BA Biology, BA Classics

University of Missouri
2008-2012

EXPERIENCE

Respawn Entertainment Star Wars FPS (Unreleased)

Sr Mission Designer

- Prototyped and served as DRI on 2 early major game features utilizing Twine
- Prototyped 5 action blocks in engine consisting of new or altered existing systems couched in mission-like contexts to find the fun and potential in what the team was developing
- Pitched 4 of 9 horizontal slice missions that built on the tone and identity of the game while also stretching systems in ways that would support future missions systematically
- Spearheaded a UXR build and playtest in order to analyze viability of a potential new system and touch base on progress with existing systems
- Blocked out and scripted missions to validate a workflow strategy of revisiting old maps in new ways, and how to make such missions work with UE5 world partition and data layer loading

Medal of Honor: Above and Beyond

Mission Designer

- Brought in to help bring the game up to shipping quality, with final development shifting to remote work during COVID
- Owned 12 levels (approx. 20% of story levels) and the hub level at various states from complete scripting overhaul to scripting maintenance
- Owned all 7 cinematic briefing levels that played before missions
- Owned achievements and collectibles from pitch to ship
- 1 of 5 developers chosen to represent the project and shepherd members of the press through demo levels during the pre-release press event and participated in pre-release interviews for promotional material
- Developed an automated method to track enemy and weapon appearances throughout the game in order to enhance scripting cleanup and expedite cross-level tuning
- Worked on various levels that necessitated balancing excitement against VR sickness (tilted maps, extreme heights, skiing, moving vehicles, etc.)

2019

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2016

Avalanche Studios

Just Cause 4 DLC

Jr Content Designer

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

Just Cause 4

Jr Content Designer

- Designed and owned quests and collectibles from concept to ship
- Implemented 80% of secondary content
- Coordinated across departments throughout development to create and implement world concepts and locations to reinforce gameplay and narrative
- Developed content in modular systems to reduce bugs and improve iteration time, and increase accessibility for other designers

2015

Panic Factory

Blackwood

Game Designer, Producer

- Pitched concept and led a small team of 8 to complete and publish a demo
- Tuned player controls to reduce motion sickness in VR
- Organized external playtests at various events to collect and action on feedback