

ROBERT GRASSO
GAME DESIGNER
RobertGameDev.com
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EXPERIENCE

LEAD TECHNICAL GAME DESIGNER | Odisi Games | May '22 - July '24
New York (Remote) | Sky Link | Unreal Engine 4-5

- Prototyped multiplayer mechanics and abilities via GAS
- Created tools for designers, level designers, VFX & SFX artists
- Enhanced AI behavior trees and designed progression systems
- Designed end-to-end experiences in collaboration with other teams

GAME DESIGNER | Left Turn Studios | Jun. '21 - Jan. '22
San Francisco | Alien Age | Unity

- Brainstormed and documented all aspects of design
- Improved designs based on playtests and team feedback
- Worked with other teams to develop content and features
- Designed a top down merging game from concept to launch

TECHNICAL GAME DESIGNER | NASA | Feb. '20 - May '21
Maryland (Remote) | Astrobee: First Flight | Unity

- Prototyped designs in Unreal Engine using Blueprint
- Ported Unreal Engine project to Unity targeting tablets
- Designed gameplay and game systems for a STEM flight sim

GAME DESIGNER | MindTravelerDesign | Sep. '17 - Oct. '18
San Francisco | PLASMAworlds: Blastbox VR | Unreal Engine 4

- Found scrappy solutions for an untested, low spec, VR platform
- Designed and implemented blueprint scripted mechanics
- Brought an IP to life from concept to Launch

GAME DESIGNER | Team Genesis | Feb. '12 - Sep. '16
San Francisco | Multiple Projects | Galaxy Editor

- Grew the modding team and managed 60+ active members at its peak
- My own Axis of Chaos achieved 4th "Top Played" on the Starcraft 2 Arcade
- Playtested, consulted, and implemented RTS level design and game mechanics

EDUCATION

MASTER OF FINE ARTS | Game Design | Sep. '16 - Aug. '21
Academy of Art University | GPA: 3.4 | San Francisco, CA

BACHELOR OF SCIENCE | Psychology | Feb. '09 - Jun. '15
University of Phoenix | GPA: 2.6 | Phoenix, AZ

Other:

Unreal Engine 4 and 5 Tutor (2016-Present). Game Development Mixer Organizer (2016-Present). Founder of SF Game Developers groups for Facebook, Discord, and LinkedIn (2019-Present). Playtested for Crystal Dynamics, Nway, and Disruptive Games. CA at GDC (2022). Grew Rise of Kingdoms NA community to 800k+ (2018).

SKILLS

Game Design
Level Design
Systems Design
Blueprints/Scripting
Documentation
Prototyping
Team Work

SOFTWARE

Unreal Engine 4 - 5
Google Suite
Photoshop
Perforce
Miro
Jira
Unity/C#

HOBBIES

Gym, Guitar,
Building PC's,
Playing Games
Making Games