

Randy Pasion

//Always Developing

1048 Woodland Dr.
Lima, Ohio 45805
(740) 818-5271
JRPasion@fullsail.edu
www.jrandalpasion.com



Education

Bachelor of Science (B.S.), Game Design
January 2016 – May 2018
GPA – 3.85
Full Sail University | Winter Park, FL 32792

Bachelor of Art (B.A.), Creative Writing
Linguistics Minor
September 2007 – June 2012
Ohio University | Athens, OH 45701

Skills & Software

- C#
 - Unity3D
 - Version Control – Perforce
 - IDEs – Microsoft Visual Studio 2017, Monodevelop
 - Spread Sheets – Microsoft Excel, Google Sheets
 - Documentation – Microsoft Word, Google Docs
 - Collaboration – Discord, Skype, Trello, Unity Collaborate
-

Project Experience

Violence Solves Everything – University Capstone Project (4-month cycle, 5-person team)

Genre: 3D side-scrolling action platformer

Roles: **Gameplay Programmer, Technical Designer, Level Designer**

- Programmed game mechanics including player controller and weapon mechanics
- Structured and implemented core game logic, scene/level management, and data persistence
- Refactored solution from prototype to final product for extensible structure, designer-friendly use, and performance optimization
- Directed the use of tools in designing game interactions, environment, and aesthetics for performance and consistency in design
- Designed various level areas of the game from prototype to polish

Angry Birds in 3D – Prototyping Course Project (1-month cycle, 4-person team)

Genre: Physics-based casual puzzle game

Roles: **Team Lead, Gameplay Programmer, Systems Designer, Level Designer**

- Programmed core game logic, management, mechanics, and UI
- Designed, balanced, and programmed point-value award system based on relative velocity of objects in key collisions
- Assisted in level design with primary responsibility for one of the four prototyped levels

2D Space Shooter – Programming Fundamentals II Course Project (1-month cycle, Solo)

Genre: Arcade-style space shooter in the tradition of *Galaga*

Roles: **Sole Designer/Developer**

- Programmed core game features based on provided feature-list
- Developed four enemy types each with unique AI behavior
- Designed and developed player ship with four distinct weapon-firing behaviors

Ad-Set – Game Design II Course Project (1-month cycle, Solo)

Genre: Casual simulation puzzle game

Roles: **Sole Designer/Developer**

- Programmed customer AI with state-machine behavior structure
- Scripted customer pathfinding using Unity Navmesh system
- Designed and developed core game logic and player objectives
- Directed weekly structured playtests and analyzed results to iterate upon the game's design

Scraps – Level Design Course Project (3 -month cycle, Solo – 2 months / 4-person team – 1 month)

Genre: 3D adventure puzzle game

Roles: **Team Lead, Level Designer**

- Diagrammed and documented initial level design for layout, progression, and interaction
- Built level design from grey-box to polish
- Scripted all player interactions in level
- Implemented course-provided tools and API for objective, messaging, and health systems

Extracurricular Activities

- Attended Game Developers Conference (GDC) 2018
- Completed several Udeemy courses on topics such as RPG development, advanced C# scripting for Unity, and others.

Work Experience

Assistant Operations Manager – Metals Recycling Technology, LLC. (August 2013 – March 2017)

- Assisted in constructing and maintaining monthly production schedules

Crew Leader/Foreman – Annsapes (May 2007 – June 2012)

Landscape Foreman – Americscape (June 2012 – July 2013)

- Created schedules to maintain progress and meet deadline goals on multiple project simultaneously
- Communicated closely with clients to scope their design vision, available budget, and timeframe

Hobbies & Interests

Favorite Games – *Neverwinter Nights*, *Heroes of the Storm*, *Divinity: Original Sin*, *Dragon's Dogma: Dark Arisen*, *Dungeons & Dragons 3.5E*