

Andres Valbuena

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Technical Skills & Tools

Game Engines: Unity, Unreal Engine, Godot, Valve Hammer Editor, Bethesda Creation Kit

Languages & Scripting: C, C++, C# for Unity, GDScript

Software & Tools: 3DS Max, Maya, Blender, GitHub, Photoshop

Game Design Areas: Level, Narrative, Systems, Combat, Balance

Projects & Experience

Producer & Game Designer

MSF: Mason Salvation Force | George Mason University | 2024

- Led a 24-person team in developing *MSF: Mason Salvation Force*, ensuring project milestones were met two weeks ahead of schedule.
- Designed and refined core gameplay mechanics based on playtesting feedback, improving player engagement and balancing game flow.
- Integrated game elements and narrative to create cohesive, immersive player experiences that aligned with project goals.

Game Designer

Gelatoss! | Game Jam Project | 2023

Realm Ball | Independent Student Project | 2023

- Designed and developed *Realm Ball*, a 3D breakout-style game in Unity, implementing innovative mechanics and custom C# scripting for unique gameplay interactions.
- Created and balanced core mechanics for *Gelatoss!* in Godot, delivering a functional prototype within a two-week game jam.

Narrative Designer & Writer

Fallout: Cascadia, The Old World, Old World Blues | Game Mods | 2019 - Present

Kanpeki, Winter's Hunger | Indie Games | 2020 - Present

- Designed branching narratives, dialogue trees, and character arcs, shaping immersive player-driven storytelling with deep worldbuilding and lore.
- Implemented narrative content using game engines such as Paradox Interactive's *Clausewitz Engine*, integrating branching stories with gameplay.

Level Designer

Independent Projects | 2020 - Present

- Applied industry-standard level design principles to create engaging multiplayer experiences, ensuring strong pacing and balance in Valve's *Hammer Editor* and Bethesda's *Creation Kit*.

Education

George Mason University

Bachelor of Arts in Game Design (May 2025)