

ADRIAN GONZALEZ

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ABOUT ME

I am an aspiring game developer currently enrolled at the Academy of Art University pursuing Game Development. I am a student with a passion for world-building, design, story-telling, and overall development of video games whether it be front-end or back-end. My goal is to contribute and elevate a team while continuously learning and growing.

WORK EXPERIENCE

Game Designer (Student Projects) | Academy of Art University | 2022 - Present

Level Design:

- Designed a fully functional stealth level in Unreal Engine 5 using blueprints & AI behavior scripting. (Rigidbody and Nav Mesh)
- Successfully used blueprints to create functionality between stubbed-in mechanics as well as relaying messages to other people viewing. (Audio, Text, Animation)
- Designed 2D platformers & RPGs using flipbooks, sprites, sprite sheets while exporting through Piskel and designing some myself. (8-Bit Art)
- Designed 3D platformers & RPGs in Unity & Unreal using white-box techniques stemming from primitive objects and/or asset packs.
- Created animation functionality in Unity with swapping different animations for different inputs/scenarios using their blueprint system of conditional Booleans or Integers.
- Designed UI in Unity & Unreal for player start menu, settings, and pause menu. Adjusting audio & alternating between game, start menu, & pause menu.

Programming:

- Developed games in Unity using C# & C++ via Visual Studio 2022, experience with unit-testing & debugging.
- Developed physics-based Enemy AI & player input in Unity using C# & C++, implementing rigid body mechanics & event-driven programming.
- Developed 2D platformers & dungeon crawlers in Unity using C# & C++, execute lock & key features derived from programming.
- Scripted an input-based inventory systems using lists, arrays, & loops in Unity using C#.
- Scripted an emulated Pacman & Bomberman game using the same principles & mechanics. Pacman needs power-ups to eat ghosts if not they eat him. Bomberman drops bomb at player location, bomb appears, delay, then animation of bomb exploding, delay, animation disappears.
- Scripted a randomized Blackjack game in Unity using C# & C++.

SKILLS

○ Unity ○ Unreal Engine ○ C++ ○ C# ○ Maya ○ Procreate ○ Photoshop ○ Word Doc ○ Computer IT ○ Visual Studio ○ Debugging

EDUCATION

Bachelor of Arts, Academy of Art University, San Francisco | 2026

Currently I am still enrolled at AAU with an expected graduation date of Fall 2026.

High school diploma, San Marin High School, Novato, CA | 2016

LANGUAGES

○ English (Superior/Native) ○ Spanish (Advanced High)