

Jack Lopoo

Game Designer

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Experience

Game Designer | *Millenia*, TURN BASED 4X, Released to Steam 2024

C Prompt Games, July 2023 - Present

- Designed a full age for second DLC with units, technologies, and mechanics.
- Created a national spirit for second DLC with unique tile improvements and intended mechanics.
- Worked with design team to develop a unique tile changing mechanic for the first DLC.
- Documented map gen for modding community and released each new map type within an update.
- Charted Ai tech paths through a play session and designed floor and ceiling based on difficulty.
- Constructed goal weighting system to display unique behavior from enemy Ai.
- Added every Wonder building within the game past the Age of Iron.
- Balanced 10+ governments, 30+ national spirits, 30+ ages, and more for release.
- Implemented innovation and chaos events based on player choices.
- Spent time on fan forums and discords analyzing feedback about my changes to the game.

Level Designer | *Conjury Revell*, ARENA SHOOTER, Released to Steam 2023

SMU Guildhall, August 2021 - May 2023

- Designed and paced enemy encounters for 2 levels within the game.
- Built second level of the game with varied gameplay and environment.
- Increased game content by 30% within the second and third levels with reused assets.
- Sandboxed and implemented levels from the lead level designer's vision.

Engines and Technical Tools

- | | | | |
|-----------------|-----------------|----------------------|-----------|
| ● Unity | ● Lua | ● Perforce | ● Godot |
| ● Unreal Engine | ● JIRA | ● Adobe Photoshop | ● Python |
| ● Creation Kit | ● XML | ● Adobe Illustrator | ● 3DS Max |
| ● Source | ● UE Blueprints | ● Adobe Premiere Pro | |

Skills

- | | | |
|------------------------|--------------------|-------------------------|
| ● Communication Skills | ● Self-driven | ● Quality documentation |
| ● Rapid Prototyping | ● Collaborative | ● Critical thinking |
| ● Level Integration | ● Concept pitching | ● Problem solving |

Education

Master of Interactive Technology Specialized in Level Design, SMU Guildhall 2023

Bachelor of Science in Marketing, LSU 2021