

**ROBERT GRASSO**  
**GAME DESIGNER**  
RobertGameDev.com  
Contact@RobertGameDev.com

EXPERIENCE

**LEAD TECHNICAL GAME DESIGNER** | Odisi Games | May '22 - Current  
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

**GAME & SYSTEM DESIGNER** | NASA | Feb. '20 - May '21  
San Francisco | Astrobee: First Flight | Unity

- Designed gameplay and game systems for a STEM flight sim
- Prototyped designs in Unreal Engine using Blueprint
- Pitched ideas for new or improved game mechanics to leads
- Maintain documentation for systems between UE4 and Unity

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

- Designed and implemented blueprint scripted mechanics
- Delivered prototypes and completed systems on a weekly cadence
- Brought an IP to life from concept to Launch.
- Found scrappy solutions for an untested, low spec, VR platform

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:**

Starcraft 2 modded game achieved 4th "Top Played" (2012 - 2016). 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. Conference Associate at GDC (2022)

SKILLS

Game Design  
Level Design  
Systems Design  
Blueprints/Scripting  
Documentation  
Prototyping

SOFTWARE

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

HOBBIES

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