

Calvin Richmond

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Summary

Generalist game designer with experience on multiple titles and an absolute passion for game design. Loves building compelling gameplay, solving tricky design problems, and learning new skills to add to an ever-expanding design tool kit. Excels at working with a team or as a solo designer, with experience doing both. Solid technical skills in addition to design experience and is adept at wearing multiple hats. Usually ends up being the team mascot.

Experience

AltaVR, *Game Designer*

Mar 2022 - current

Generalist game designer for prototyping gameplay for several unannounced VR titles. Projects done in Unity 2018 and 2020.

- Constructed combat mechanics, resource gathering, crafting, and complex puzzle mechanics for a survival exploration experience.
- Built levels for an open world exploration game, a narrative game, and a PvP dungeon crawling game.
- Prototyped player progression systems, looting mechanics, interactable objects, and tuned combat systems for a PvP VR game.

Tangent Games, *Game Designer*

Nov 2019 - Jan 2022

Generalist designer that worked under industry veterans to design multiple titles from inception to completed demos. Projects all done in Unreal Engine 4.

- Established core systems of an arcade flying game, including input/physics system, flying AI, game state functionality, customizable loadouts, and a procedural music system
- Creation of systems for a third person MOBA, including character abilities, AI, game-state, score tracking, and a network-replicated movement system for flying.
- Created a procedural level generation system that generated geometry, traps, enemies, and scaled up in difficulty over time.
- Engineered an AI system for bipedal enemies that could maneuver through complex, procedurally generated spaces.
- Developed a complex AI character capable of navigating complicated environments, reacting to player commands, and interacting with puzzle elements.

Croquet Studios, *Intern*

Jun 2019 - Nov 2019

Worked with a small team using a custom framework to create proof-of-concept real-time multiplayer games in Javascript.

- Construction of a top down tank battle game from scratch, including vehicle control/handling, weapon functionality, scoring and respawn mechanics, and powerups.
- Improved input responsiveness and game feel by rewriting the client update system.
- Built a custom client-side movement prediction system to reduce input delay that was later rolled into the low-level framework.

20th Century Fox Innovation Lab, *Intern*

Jun

2018 - Aug 2018

Designed a game in the Unity Engine using assets from a major Fox horror/sci-fi Franchise.

- Lead a team of fellow interns to create a VR game in Unity.
- Created an intelligent AI that tracked and hunted players.
- Set up the animation blending system and animation state machine for AI actors.

Education

USC Games Projects, *College Student*

2015 - 2019

Lead small design teams of 2-4 college students on multiple projects on the Unity & Unreal Engine. Worked on gameplay for top down roguelikes, side scrolling adventure games, and turn based strategy games.

School of Cinematic Arts, University of Southern California, Los Angeles

BA – Interactive Media May 2019

Skills

Skills

Languages: Unreal Blueprints, C++, C#, Java, LUA

Applications: Visual Studio, Illustrator, Photoshop, Maya

Game Engines: Unreal Engine 4, Unity3D

Interests

hand-drawn animation, tabletop rpg map design/art, interactive storytelling, rigging for 3D models