

# WENCESLAO VILLANUEVA JR.

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## Professional Summary

Senior Technical Game Designer with over 11 years of professional experience in AAA product development with 8 titles shipped worldwide. Interdisciplinary skills to develop initial concepts, design mechanics, build prototypes, design level layouts, game population, communicate effectively across disciplines and development from concept phase to final product. Technical skills include understanding and employing high level languages, script implementation of various game systems, understanding of lower level computer languages and develop using various 3d packages and custom tools. I wear many hats and I like it.



## Professional Skills

- Manage small teams and collaborate in teams of various sizes ranging from 4 to 85+
- Experience in all phases of development on several titles
- Work with team members remotely coordinating communication and tasks
- Population and Implementation of designs utilizing 1st and 3rd party tools
- Experience with C#, Javascript, Lua, Lisp, Blueprint and C++ in Unreal Engine 4
- Several years of experience with the Unity 3D with one self developed and published title
- 3D package experience with 3DS Max, Maya, Blender, SketchUp and Cheetah3D



## Work History

Oct 2004 - Present      **Sony Computer Entertainment Bend Studio**      **Senior Technical Designer**

- Pre-production tasks: Initial layouts, mechanics design proposals and documentation
- Prototype initial designs, iterate and deliver them into the production phase
- Design and implement gameplay within the specifications of the macro design
- Write scripts to implement object functionality, compliment A.I. and manage game logic
- Coordinate creation of art and code assets to meet design specifications
- Provide script and code support to the design, art and programming staff
- Ensure the quality of the final product through iteration and and quality assurance cycles



## Delivered Titles

[Uncharted: Golden Abyss \(PS Vita: 2012\)](#)

[Uncharted: Fight for Fortune \(PS Vita: 2012\)](#)

[Resistance: Retribution \(PSP: 2009\)](#)

[Syphon Filter: Logan's Shadow \(PSP: 2007, PS2: 2010\)](#)

[Syphon Filter: Combat Ops \(PSP: 2007\)](#)

[Syphon Filter: Dark Mirror \(PSP: 2006, PS2: 2007\)](#)



Oct 2003 - Sept 2004

**Sony Computer Entertainment**

**Format QA Analyst**

- Executed test plans on game titles for Playstation platforms during final product approval
- Communicated with developers to assist in successfully receiving certification

## Education

Bachelor of Arts (2003): Cognitive Science with emphasis in Computational Modeling  
University of California, Berkeley