Randy Totah

Level Designer | Systems Designer | UI/UX Designer

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Skills

Design
- Systems Design
- Level Design (2D and 3D)
- UI/UX Design
- Game Feel
- Playtesting
- Paper Prototyping

Tech
- Unity
- C#
- Gameplay Programming
- Maya
- Flash
- C++

Art/Audio/Content
- Game Narrative
- Photoshop
- Game Art/Visualization
- Game Sprites
- Music Composition
- MIDI/DAW

Professional Experience

Intern: NASA Ames Research Center 6/2015 – 8/2015
- Adjusted behavior on flight simulator HUD using C++ to alert pilots when they fly off-course or out of bounds.
- Taught incoming intern basic C++ to prepare them for future projects.

Intern: NASA Ames Research Center 6/2013 – 8/2013
- Wrote and designed an article on CubeSats (small cubical satellites) for educational purposes.
- Interviewed CubeSats researcher to obtain data for CubeSats article.
- Designed logo in Photoshop for use in advertising for an ongoing project.
- Collaborated with co-workers to garner feedback on logo.

Academic Group Projects (DigiPen Institute of Technology)

UI/UX Designer: *Chipper* (Team of 6) 1/2017 – 4/2017
- Assessed controls for 3D platformer/collectathon by comparing player engagement levels with different control schemes to ensure intuitive access for all players.
- Evaluated players' reactions to environments, levels, mechanics, and controls by observing their reactions and nonverbal language to ensure optimal engagement.
- Arranged HUD elements in non-intrusive fashion, allowing players to gauge their progress without hindering the experience of exploring/collecting.

Systems Designer, Level Designer: *Berserker Breakers* (Team of 8) 5/2016 – 1/2017
- Prototyped 5+ levels through paper prototyping to assess character balance for a turn-based strategy game.
- Built character classes based on strength, range, and support to provide unique combat encounters.
- Balanced mathematical formulas for combat systems and level up systems to ensure players could defeat enemies with an appropriate level of difficulty and had a sense of growth and progression.

Academic Solo Projects (DigiPen Institute of Technology)

A Tale of Two Magnets 1/2018 – Present
- Tested magnet-based mechanics using digital/paper prototypes to ensure intuitive understanding for players.
- Crafted visual and auditory language to allow players to identify specific objects and situations without text.
- Implemented and iterated on puzzles using mechanics and left clues for how to solve puzzles with language.

Curse of the Forest 9/2017 – 12/2017
- Engineered a system to manage/regulate the players' safety and vulnerability as they try to escape from a forest while pursued by a witch in a first-person survival horror game.
- Constructed spaces using sizes, shapes, and spatial relationships to make players feel small and vulnerable.
- Added ambient effects to increase the players' sense of immersion and obscure distant objects.

Education

Bachelor of Arts in Game Design: DigiPen Institute of Technology 9/2014 – 4/2018