Colin Spiridonov

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Education

University of Southern California / B.S. Computer Science & Game Design, M.S. Computer Science
Expected Graduation: May 2024
GPA 3.895, Minor in Screenwriting, USC Games, Viterbi School of Engineering

Skills

Unity, C#, C/C++, Java, Python, JavaScript, Unreal Engine blueprints
Jira, Trello, Notion, Perforce, Git, Maya

Experience

Try Again / Designer
September 2022 - PRESENT
- Designing tutorial for 2D platformer in Unity for USC Advanced Games Project
- Prototyping platformer movement mechanics with room for player mastery
- Designing levels with scripted moments of dynamic level-changing

Blizzard, Unannounced Survival Game / Production Intern
May 2022 - August 2022
- Line produced for server, netcode, & platform teams, reporting weekly to lead producers
- Planned August work for platform team & presented plan to leadership
- Took ~40 feature requests from lighting team and scheduled them for graphics team
- Documented 25 in-engine maps necessary for cross-team collaboration

Birds Aren't Real / Lead Producer, Engineering
May 2022 - September 2022
- Recruited team of 29 for 3D stealth game in Unity for USC Advanced Games Project
- Defined plan & goals for pre-production and presented biweekly progress to faculty
- Taught 13 designers & engineers basics of new AI workflow with behavior trees
- Worked with designers & UX lead to implement interact mechanic and UI & menus

Open Alpha USC / Production Lead, Founding Advisor
November 2019 - PRESENT
- Founded game development club, brought on 4 board members and 47 members, received over 300 applications in first 3 semesters
- Published 5 games to Steam so far, with most recent release attracting 39.5k unique users
- Managed sub-teams as Production Lead, leading weekly meetings, internal playtests, and coordinating teams to meet milestones and maintain game vision & target experience
- Advise board on sustainability, outreach, and game production & publishing

Type Skater / Creative Director, Programming
September 2021 - May 2022
- Created prototype for physics-based typing game in Unity for Game Prototyping class
- Selected by professor as Creative Director, led 4-person team in 4-week development
- Implemented new obstacles, designed new levels, and polished game to release state