John A. DelgadO

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## Design Proficiencies

Very proficient in narrative, quest, and encounter design

Highly experienced using research to drive design ideas

Experience writing and maintaining design documents for a team

Demonstrated expertise writing dialogue, scene descriptions, and flavor text

Extremely proficient in testing, balancing, iterating, and prototyping ideas

Very comfortable collaborating with artists and technical developers

## Core Development Skills

**Development Environments:**

Unreal Engine 4 (UE4), Unity, Ren'Py, RPGMaker MV, and Qt

**Programming:**

C#, Java, Python, C++, and visual scripting such as UE4's Blueprint system

## Languages

English – Native

Spanish – Conversational

Farsi – Beginner

## EDUCATION

Emory University

Atlanta, GA

BS Biology

Aug 2015 – May 2019

## Experience

##### THE OUT-OF-DOOR ACADEMY, SARASOTA, FL

**Interim Director of Computer Science & Instructional Technology,** Aug 2019 – Present

Created and taught six Virtual Reality Video Game Design & Development courses of varying levels of difficulty to 31 students

* Hard Skills Taught: Game Design, Research, Effective Storytelling, Unreal Engine 4 (including Blueprint visual scripting), Design Documentation, Prototyping, Blender
* Soft Skills Taught: Collaboration, Emotion-Invoking Psychology, Communication, Logic, Critical Analysis, Troubleshooting, and Player-Focused Design Thinking

Presented written and verbal class proposals to administration for review

Developed the Video Game Design & Theory club (30 members)

Co-founded a makerspace as part of three-person team to teach students how to design, prototype, and construct projects for classes across seven departments

##### HUMAGINARIUM, REMOTE WORK

**Game Designer,** Aug 2020 – Present

Critique ideas/mechanics, offer suggestions to improve designs, and write/manage game design documents

Virtually collaborate with a group of eight novice and veteran game designers to develop strategies to convey ideas about metabolism and biology through fun and engaging video games

##### ENRICHMENT RESOURCE GROUP, SARASOTA, FL

**Product Design Consultant,** Apr 2020 – Present

Verbally present new ideas and market research once/twice a month to a team of five and implement new concepts into existing structures

Analyze core features and unique value propositions of existing products and new concepts to assess use cases for target audiences

Facilitate brainstorming of new products and features for virtual applications and physical products, and document collective ideas

## LEADERSHIP

##### D&D 5e Dungeon Master

Oct 2018 – Present

Design politically/narratively complex worlds and run three campaigns for over 800 hours

##### Game Jam Site Founder and Organizer

Global Game Jam: Sarasota, Nov 2020 – Present

Led verbal and written virtual discussions among the eleven members to brainstorm game concepts, discuss progress, and problem solve

Facilitated troubleshooting with each of the five groups problems arose

##### Remote Learning Committee Founding Member

The Out-of-Door Academy, Sept 2020 – Jun 2021

Isolated problematic aspects of teaching virtual students through faculty interviews as part of five-member task force, and trained colleagues in use of technology to increase proficiency enough to assist others

Researched, developed, and presented recommendations to executive team that make teaching easier for the upper school faculty, and implement approved solutions

##### Emory Artisan Guild,

**President** May 2017 – May 2019

**Vice President** Mar 2016 – May 2017

Managed roughly one non-traditional art workshop per month to Emory students, faculty, and members of the surrounding community

Coordinated executive board of five members, organized logistics, and collaborated with clubs to run events with attendance of over 50 people

##### Alloy Literary Magazine

Emory University, Sept 2017 – May 2019

**Senior Art Editor:** Led group discussions/critiques on visual art submissions for a team of 30 members

**Reviewer:** Critiqued/analyzed prose and poetry submissions, and determined which to publish

**Layout Designer:** Designed front and back covers and layout elements for literary magazines in Adobe InDesign

## Other Proficiencies

Proficient in Adobe Photoshop and Illustrator.

Familiar with Blender

## Publications

**Alloy Literary Magazine**

“Dream,” wood carving

“untitled,” wood carving

**Emory Undergraduate Medical Review**

*Emotive Art Series*

“Dream,” wood carving

“untitled,” wood carving