Aaron Pastor

Narrative Game Designer

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Education

SUNY Polytechnic Institute of Technology | Utica, NY   Class of May 2023

Bachelor of Science Degree in Interactive Media and Game Design   *GPA: 3.51*

Experience

Trammell Classes   July 2023 - Present

Online Dungeon Master & Roleplay Teacher

- Craft a cohesive narrative to immerse the players into while portraying various characters within that story
- Develop maps, encounters, and scenarios that are balanced mechanically to ensure fair play and fun

Featured Projects

Space Traders and Raiders   August 2022 - December 2022

Lead Game Designer   Team Size: 25

- Isometric strategy-management game prototype built in Unity that has the player colonize planets in order to harvest resources and expand their empire
- Ran a team of 8 designers and organized weekly meetings to develop game aspects
- Created documentation for in-game systems, including the GDD, building mechanic, and economy management

Project Nautilus   January 2022 - May 2022

Narrative Writer, Narrative Designer   Team Size: 21
- First-person exploration game built in Unity where the player controls a remote drone operator working for Isthmus, a mega corporation, piloting into the depths below
- Wrote the text related to the character of Andrew Kaphan, created dialogue lines for AI assistant PASSION and scripted the midpoint dialogue.
- Implemented the in-game narrative triggers that prompted the player with newly received emails

Miscellaneous: Blood & Spores   March 2022-Present

Story, Writer   Team Size: 2

- Action-thriller comic about a man named Jason who assists someone known as A-12 escape the pursuit of deadly myconid zombie mutants that wish to take them back to a mysterious facility
- Co-creator, narrative storyboarder, and writer for the comic

Technology and Skills

Technology: Unity (Visual Studios, C#), Adobe (Photoshop, Illustrator), Google Workspace, Twine, Git, Unreal Engine 4

Skills: Creative Writing, Detail-Oriented, Leadership Experience, Systems, Gameplay