

# Aaron Pastor

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Narrative Game Designer

## Education

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SUNY Polytechnic Institute of Technology | Utica, NY  
Bachelor of Science Degree in Interactive Media and Game Design

Class of May 2023  
GPA: 3.51

## Experience

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**Trammell Classes - Online Dungeon Master & Roleplay Teacher** July 2023 - September 2025

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

**Merrick Before After School Program - Child Care Supervisor** January 2024 - Present

- Oversee the safety of the children I supervised, which could reach group sizes above 20 children.
- Organize activities to keep the children happy and engaged along with giving homework assistance..

**Just Escape - Game Master** August 2025 - Present

- Supervise customer escape room experiences to ensure the utmost satisfaction and enjoyability.
- Maintain a clean and safe workspace environment for every individual who enters the premises.

## Featured Projects

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**Project Nautilus - Narrative Writer, Narrative Designer (Team Size: 21)** January 2022 - May 2022

- Wrote the dialogue for characters present throughout the game along with text for the in-game email system.
- Implemented the narrative triggers that prompted the player with newly received emails.

**Space Traders and Raiders - Lead Game Designer (Team Size: 25)** August 2022 - December 2022

- Ran a team of 8 designers and organized weekly meetings to develop game aspects.
- Created documentation for in-game systems, building mechanics, and economy management.

**FOOTSLOG - Game Designer, Narrative Designer, Writer (Team Size: 5)** July 2025 - Present

- Designed the central reload mechanic for the game and detailed the gameplay loop present for players.
- Wrote all in-game text and created a dialogue system that alters character dialogue based on game progress.

## Technology and Skills

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**Technology:** Unity (Visual Studios, C#), Ink, Adobe (Photoshop, Illustrator), Google Workspace, Microsoft Office, Twine, Git Hub, Unreal Engine 4, JIRA, Miro, Canva, G.E.C.K., Yarnspinner

**Skills:** Copy-Editing, Communication, Creative Writing, Debugging, Design Documentation, Detail-Oriented, Gameplay Design, Interaction Design, Leadership Experience, Narrative Design, Prototyping, Quality Assurance, Quest Design, Research, Systems Design, World Design

