

DANNY MASTRANGELO (danny.mastrangelo@gmail.com)

Game Designer & Developer - Narrative & Systems (Godot/Unity) | Los Angeles, CA
| <https://silhouettegames.itch.io> | <https://gitlab.com/shadow64> | <https://www.artstation.com/shadow64> |

SUMMARY

Game Designer focused on narrative systems, moment-to-moment gameplay, and UI/UX. Prototypes quickly in Godot/Unity; ships solo and collaboratively. AAA exposure (Kojima, Insomniac, Square Enix) with indie shipping discipline.

SKILLS

- Engines & Scripting: Godot (GDScript), Unity (C#), Unreal (C++/Blueprints), GameMaker (GML)
- Tools: Blender (3D, scripting), Adobe CC, Aseprite, FL Studio, Audacity, Git, Jira, Trello
- Design: Narrative systems, UI/UX, game feel, level/event scripting, pixel art, 3D art
- Writing: Screenwriting, Ink/Twine, VO/dialogue, playwriting, sketch

EXPERIENCE

Silhouette Games - Independent Game Designer & Developer | 2021 - Present

- Design and implement gameplay loops, level flow, and narrative/UI systems (Godot/Unity/GMS2)
- Built Blender plugins (Python) to expedite social media content, reducing capture/edit time
- Produced design documentation and user experience (UX) mockups
- Delivered rapid prototypes and jam titles under tight deadlines
- Featured on IndieGames.com and YouTube (100k+ views)

City of Burbank - Executive Assistant to City Council, Web Content Manager | 2016-2021

- Produced/published city web content; composed original music for video content.

Kojima Productions - QA/Dev Support (Design & Tools) | 2015

- Partnered with level/environment art to validate readability/fidelity; verified real-time environments in Fox Engine/Maya for MGS V / MGO3.

Insomniac Games - QA (Gameplay & Systems Validation) | 2014 - 2015

- Validated gameplay systems, triggers, and set-pieces; contributed to game feel/balance feedback for Sunset Overdrive.

Square Enix - QA Analyst → Assistant QA Coordinator → Assistant QA Administrator | 2008 - 2013

- Led QA/localization for Final Fantasy and Kingdom Hearts; triaged 5,000+ issues in Jira and coordinated with dev/loc in US & Japan.

EDUCATION & TRAINING

BA, Theatre Arts (Acting & Playwriting), Santa Clara University.

Selected training: GameDev.TV (Unity/Unreal/Godot/Blender), CGBoost/CGCookie/Coloso (Blender, Photoshop, CSP, Procreate), ThinkSpace (Music Production & Composition), UCB/Pack/iO (Improv & Comedy Writing).