

Luis Fonseca

Junior Game Designer

Entry-level game designer with 2 years of experience conducting playtests, iterating prototypes, and balancing in-game systems using Unity, Machinations, and Excel. Delivered 7 version iterations of a combat encounter system, reducing average encounter length from 9 minutes to 5 minutes based on tester data. Skilled in pre-production planning, storyboarding, and maintaining design documentation in Confluence for cross-team reference.

CONTACT INFORMATION

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KEY SKILLS

- Unity
- Machinations
- Figma
- Jira
- C#
- Systems Balancing
- Playtest Facilitation
- Level Design
- Storyboarding
- Pre-production Planning

PROFESSIONAL EXPERIENCE

2025 - Present

Junior Game Designer, Catawba Ridge Interactive, Hickory, NC

- Conducted 23 playtest sessions over a 4-month milestone for a turn-based strategy prototype, collecting structured feedback from groups of 6 to 8 testers per session.
- Delivered 7 version iterations of a combat encounter system in Unity, reducing average encounter length from 9 minutes to 5 minutes based on tester data.
- Created moodboards and storyboards for 3 pre-production pitches, establishing project timelines that the senior lead approved within 2 business days.
- Built and maintained a project wiki in Confluence covering rule sets, stat tables, and level layouts referenced daily by a 4-person design pod.

2024 - 2025

Game Design Intern, Foothills Pixel Works LLC, Morganton, NC

- Prototyped 3 gameplay concepts in Unity over 10-week internship; 2 prototypes were approved for full development by the studio director.
- Ran 8 playtest sessions for a side-scrolling action demo, logging 134 observations that informed 4 version iterations before the vertical-slice deadline.
- Balanced an in-game economy using Excel and Machinations, adjusting 47 item price points across 3 difficulty tiers over a 6-week tuning cycle.

EDUCATION

BS, Computer Science

Appalachian State University, Boone, NC | 2020 - 2024