

Daniel Acevedo

Los Angeles, CA | acevedod@usc.edu | [linkedin.com/in/danacevedo](https://www.linkedin.com/in/danacevedo) | dacevedo11.github.io

SKILLS

Unity, C#, Perforce, Design Documentation, Playtesting & Iteration, Narrative Design, C++, Python, Java, HTML, CSS, JavaScript, Fluent in Spanish

EDUCATION

University of Southern California / MFA Interactive Media and Game Design

May, 2027 | Los Angeles, CA

- Relevant Coursework: Game Development for Designers, Design for Interactive Media, Experiments in Interactivity, Narrative Design Workshop

UC Santa Cruz / BA Art & Design: Games and Playable Media, *Cum Laude*

June 2024 | Santa Cruz, CA

- Relevant Coursework: Interactive Storytelling, Character Creation in Games, Generative Design, User Experience, Computer Programming for the Arts
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WORK EXPERIENCE

University of Southern California / Teaching Assistant

January 2025 - Present | Los Angeles, CA

Game User Interaction and Intelligence Lab / Lead Narrative Designer

August 2023 - April 2024 | Santa Cruz, CA

UCSC Veterans Resource Center / Lead Administrative Specialist

September 2022 - December 2024 | Santa Cruz, CA

United States Army / Team Leader

September 2015 - August 2019

PROJECTS

Potion Problems / Usability Researcher

September 2024 - Present | Los Angeles, CA

- Designing and conducting playtests and player interviews to assess user experience and game mechanics
- Creating and maintaining detailed usability reports to track improvements and identify recurring pain points
- Collaborating with the design, engineering, and QA teams to implement user feedback

Best Friends Forever / Lead Programmer & Game Designer

December 2024 | Los Angeles, CA

- Oversaw the technical development of the game, coded core mechanics and enemy behaviors, implemented systems, art assets, and animations
- Designed and iterated the game's narrative, ensuring it aligned with gameplay mechanics and themes, while refining player engagement throughout the process
- Integrated the OpenAI API, enabling players to chat directly with the AI-powered version of Jamie
- Wireframed and implemented the UI, including the dialogue and texting screen
- Conducted formal playtests, created a questionnaire to gather player feedback, and analyzed results to refine gameplay mechanics