




## ABNER LOUIMA

 ajlouima@gmail.com

 (786)-262-9827

 Hialeah, FL 33016

## EDUCATION

Full Sail University  
Winter Park, FL • 07/2021

*Bachelor of Science* : Game Design

## LINKS

- Portfolio: <http://ajlouima.com>
- LinkedIn: <https://www.linkedin.com/in/abner-louima-b8b548185/>

## SKILLS

- Game Design
- Systems Design
- Quality Assurance
- Scrum/Agile/Waterfall Development
- Blockout
- Level Design
- Artificial Intelligence

## SOFTWARE

- Unity
- Unreal Blueprints
- C#
- HTML
- CSS
- Trello
- JIRA
- Perforce
- Git
- MS Office
- Microsoft Visual Studio

## PROFESSIONAL SUMMARY

Passionate and communicative game designer with 3+ years of experience whose mission is to change the way people view games. Seeking to leverage the skills that I have been developing and experience the industry more to improve upon current design theory.

## EXPERIENCE

### Floor Is Lava! - Game Designer

08/2021 - 08/2021

- Mini Jam 87 submission
- Designed 2 kinds of grapple systems for players to swing through the course.
- Implemented destructible terrain system.

### Post Quarantine - Game Designer

03/2021 - 06/2021

- Designed and developed gameplay, UI, levels and animations for enemies.
- Developed and implemented AI Enemies (6 types) through the use of Behavior Trees and AI controllers.
- Developed the Ammo system for the weapons.
- Balanced the Damage system for both players and enemies.

### Project Wormhole - Game Designer

02/2021 - 03/2021

- Developed and implemented levels, gameplay, and AI enemies (2 kinds) using behavior trees.
- Created the Portal System that allows the player to move large distances instantly.

### Project Shadow - Game/Level Designer

01/2021 - 01/2021

- Global Game Jam Designed and scripted UI for menus, buttons, and instructions.
- Responsible for the animation of the main character.
- Helped design the 3d and the 2d levels.

## EMPLOYMENT HISTORY

- **Customer Success Specialist at Addigy, Miami**  
August 2021 – Present
- **Technical Support Engineer at Addigy, Miami**  
January 2020 – August 2021

## MEMBERSHIPS

- **Member at MakeGamesMiami**  
2018 – Present
- **Member at Unreal Florida**  
2019 – Present