Declan Hiller
Technical Game Designer

Los Angeles, California | declan.hiller@gmail.com | (720) 933-5666

Portfolio: declanhiller.com | **LinkedIn:** linkedin.com/in/declan-hiller/

Education

University of Southern California   *May 2022 – May 2026*
*BFA in **Game Development and Interactive Design***
*Minor in **Video Game Programming***

Games

DuoQ   *June 2024 – Present*
Lead Game Designer, Single Player Story Rich FPS
- Leading a 4 person design team as part of a bigger 30+ team on an AGP project at USC
- Pushed for designers to write goal-focused design documentation to enable more useful playtests where we could compare playtest results to how well goals were achieved
- Collaborated with the director to form a strong and consistent creative vision with clear intent

SCREEN:CAPTURE   *January 2024 – April 2024*
Technical Game Designer, First Person Puzzle Horror   declanhiller.com/screencapture
- Refined the main gameplay mechanic of the camera through 3+ iterations, allowing players to interact with their world by capturing and placing objects
- Designed levels with a semi-linear flow to enforce a fear of what's around the corner
- Created a stationary enemy AI that attacks sounds in its vicinity to heighten player fear
- Scripted player locomotion mechanics to model the movement of an average person to aid in communicating the main character's backstory

Bugnauts!   *June 2023 – April 2024*
Gameplay Engineer, Educational Third-Person Bullet Hell   declanhiller.com/bugnauts
- Released a game onto Steam as part of a 40+ person team on an AGP project at USC
- Created a flying enemy AI with movement patterns inspired by bees and firing projectile patterns that took advantage of the flying nature of the enemy
- Developed bullet hell creation tools for designers including a 3D editor for editing projectile placements and a simple block based language for creating patterns

Work Experience

iD Tech
Online Instructor   *April 2023- Present*
- Instructed private and group lessons on topics including coding, game design, and 3D Modeling

Orderly Health
Software Engineer Intern   *Summers of 2020, 2021, 2022*
- Worked as a college-level intern in highschool for 3 summers on a variety of teams from DevOps to customer facing software

Skills

Technical Skills: Unreal Engine, C++, Blueprints, C#, Unity
Design Skills: AI Design, Behavior Trees, Level Design, Combat Design, Design Documentation
Other: Linear Algebra, Blender, Perforce, Git, Communication, Problem-Solving