# Fredrick Ditondo

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## SUMMARY

Detail-oriented Game Designer with experience in game development, specializing in refining game mechanics. Successfully implemented iterative design processes in Unreal Engine 5 to enhance playability while delivering demos within strict deadlines. Seeking a Game Designer role to drive engaging game experiences through creative problem-solving and collaborative design.

## COMPUTING EDUCATION

**Rochester Institute of Technology, Golisano College of Computing and Information Sciences**       **Rochester, NY**
Bachelor of Science, Game Design and Development                                                                                          2023
**Relevant Coursework:**
**Game Mod Design and Development** (Project Planning, Level Design, Team Leadership, Creation Engine)
**Production Studio** (Project Planning, Iteration and Playtesting, Time Management)
**Level Design** (Level Design Principles, Creation Engine, Scripting)

## SKILLS

**Project Planning:** Collaboration, Communication, Adaptability, Workflow Optimization, Time Management
**Programming Languages:** C, C++, C#, Python
**Game Design:** Game Design Principles, Level Design Principles
**Development Processes:** Iteration, Playtesting, Scripting
**Software:** Unreal Engine, Source, Unity, Word, Excel

## EXPERIENCE

**Level Designer, Project Manager**                                                          **September 2022 - June 2023**
**Rochester Institute of Technology: Abandoned Rochester Subway Project**                  **Rochester, NY**

- Collaborated with multiple artist teams to optimize and maintain level performance and aesthetics.
- Produced and designed multiple varied project plans to meet goals and overall vision.
- Implemented iterative cycles to refine game systems and levels in Unreal Engine 5, enhancing level mechanics and visual appeal.
- Wrote and maintained documentation for project goals and milestones.

**Unreal Level Design Instructor**                                                           **May 2018 - August 2018**
**iD Tech Camps**                                                                              **Chapel Hill, NC**

- Instructed students on how to utilize Unreal Engine to create, playtest, and iterate on levels.
- Taught students multiple strategies and techniques for planning out and constructing game levels.
- Guided students in constructing game projects using Unreal Engine, emphasizing completion within tight one-week deadlines.

## PROJECT EXPERIENCE

**Electronic Arts Software Engineering virtual experience program on Forage**                **February 2025**

- Proposed a new feature for EA Sports College Football and wrote a Feature Proposal describing it to other stakeholders.
- Built a class diagram and created a header file in C++ with class definitions for each object.
- Patched a bugfix and optimized the EA Sports College Football codebase by implementing an improved data structure.

**Stalker Under the Blood Moon (Academic Project)**                                          **April, 2019 - May, 2019**
**Level Designer (Team Leader)**

- Developed multiple open-world zones in the Creation Engine.
- Planned with multiple teams to develop the objectives and goals of the project.
- Iterated and tested on multiple open-world zones and closed indoor levels.