

# JOHN A. COTTO

348 College St., Burlington, VT 05401 • 802.829.0150 • JACotto2993@gmail.com • johncotto.com

---

## Summary

Imaginative **narrative designer** with a natural aptitude for creating engaging, **player-centric experiences** and compelling game spaces. Excellent **storytelling** skills and a love of creating memorable characters and worlds. **Strong communication** skills, highly motivated worker, and a **dedicated team player**.

---

## Professional Qualifications

- |                                       |                                      |
|---------------------------------------|--------------------------------------|
| • Dialogue writing and editing        | • Rapid prototyping                  |
| • World building                      | • Version control                    |
| • Visual storytelling                 | • Visual and written documentation   |
| • Level design sketching and building | • Multi-disciplinary team management |
| • Gameplay and mechanics balancing    | • Quality assurance testing          |
| • Systems design and balancing        | • Comfortable with public speaking   |
- 

## Technology

<i>Competent</i>	<i>Familiar</i>
• Unity 3D and Scripting	• C++
• Adobe Illustrator CS6	• Adobe Flash CS6 and Scripting
• Hammer Editor	• Adobe Photoshop CS6
• Audacity	• C#
• Subversion	• Sony Vegas
• Microsoft Office	• Maya

---

## Development Experience

August 2015 – Present – Super Average Joe

Designer for super-hero themed runner game for mobile. Primary responsibilities include systems development, designing equipment and character upgrades, playtesting, UI design, and character creation.

Sept. 2014 – May 2015 – We Love Nuclear Armageddon

Lead designer of timed turn-based strategy game for PC. Senior capstone project. Primary responsibilities include systems development, single-player campaign story and progression, balancing, faction creation, video development, documentation, and scrum leadership.

Feb. 2014 – May 2014 – Pew

Designer in asymmetrical team-based shooter for PC. Developed with a team of seven. Primary responsibilities included narrative design, level building, playtesting, weapon balancing, and ability balancing.

Jan. 2014 – Feb. 2014 – Mechination

Lead designer of turn-based tactical strategy game for PC. Developed with a team of four. Primary responsibilities included story and character development, paper and digital prototyping, playtesting, and systems balancing.

Sept. 2013 – Dec. 2013 – Northern Legends

Sole creator of a turn-based strategy board game. Researched and created narrative context based on Norse mythology. Processed QA feedback to balance characters and made mechanics and narrative modifications to more heavily incorporate Norse mythology.

---

## Work Experience

Aug. 2014 – present – Wings Over Burlington

Delivery driver and prep worker.

May 2011 – Aug. 2012 – Long Branch Recreation

Ticket attendant. Responsibilities included customer support and accepting ticket payment.

---

## Education

Bachelor of Science in Game Design – Champlain College, expected graduation May 2015

---

## Personal

Enjoys playing and running D&D campaigns as well as creating homebrew content, reading fantasy and sci-fi, and Taekwondo. Favorite games: Skyrim, Dark Souls 2, Warcraft III, Undertale, Shovel Knight, Path of Exile, Civilization V, Risk, Settlers of Catan.