

Bryan Martell-Rios

<https://bryanschool15.myportfolio.com/bryan-martell>

276-224-9565 ■ bryanmr160@gmail.com

Technical Game Designer

Professional Summary

Experienced game designer with 4 years of experience, specializing in bridging gameplay and systems design with robust C# and C++ implementation. Also experience with designing levels for a community-driven rhythm game.

Technical & Programming Skills

- Languages: C#, C++
- Engines & Frameworks: Unity, Unreal Engine 5
- Software: Microsoft Office, Adobe Photoshop, Autodesk 3ds Max
- Tools: Git, SourceTree

Game Design Skills

- Tools & Methods: Spreadsheets, Documentation, Playtesting & iteration, Prototyping.

Experience

Community Level Designer | *Cytoid* | 2020 – Present

- Designed, charted, and published over 30+ community-rated rhythm levels for a mobile community-driven rhythm game, featuring varying patterns and difficulties.
- Iterated on design through player feedback and extensive playtests to refine difficulty and improve playability.
- Analyzed the game's core timing and scoring systems to create levels to maximize player satisfaction and retention.

Programmer | *GMU Puzzle Fighter* | Unity | 2025

- Prototyped and implemented a custom combat visualizer system to queue attacks and actions using C#, allowing for proper character animations to attack in an orderly fashion.
- Built a data-driven system for characters using different puzzle types and values to allow for modular components to be changed with ease.

Programmer | *Nocturnal Pulse* | UE5 | 2024

- Developed a procedural generative room system in visual scripting to automate handcrafted rooms randomly. Allowing the team to cut the level setup time.

Education

Bachelor of Fine Arts in Computer Game Design, George Mason University, Fairfax, VA – May 2026