

ANDREW RANGEL

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Skills

Gameplay Systems Design | Playtesting & Iteration | Player Research & Feedback Integration | Production Roadmapping | Cross-Functional Collaboration | Agile Development | Game Design Documentation | Unreal Engine 5 | Jira | Platform Certification

PROFESSIONAL EXPERIENCE

NERDGOD | Santa Clarita, CA

03/2024 – Present

Game Designer

- Design and document a comprehensive tabletop RPG rule set encompassing character creation, combat, progression, magic, and economic systems.
- Establish core mechanics optimized for accessibility, clarity, and engagement across both player and game master experiences.
- Lead gameplay systems design in partnership with source material's author, translating narrative themes into cohesive mechanics while maintaining thematic consistency.
- Develop HTML, CSS, and JavaScript prototypes for character sheets and game master tools, enabling playtesting, combat simulation, and rapid iteration.
- Collaborate with marketing leadership to analyze player trends, community feedback, and market research, informing game improvements and feature decisions.
- Leverage production and QA experience to create a development road map, identify risks, establish milestones, and prepare resources for playtesting, beta evaluation, and release.

AGE OF LEARNING, INC. | Glendale, CA

09/2015 – 12/2023

Production Coordinator

- Promoted from QA Analyst 3 to Production Coordinator for demonstrating leadership in cross-functional collaboration, production planning, and project execution.
- Directed QA planning, documentation, and certification efforts while coordinating internal and external testing across multiple development milestones.
- Managed project backlogs and documentation in Jira and Confluence, coordinating efforts across design, engineering, art, and QA teams.
- Anticipated project risks, tracked dependencies, and facilitated Agile development processes to maintain delivery momentum.
- Collaborated with external partners, including Tencent, to coordinate production assets and support release readiness.
- Improved production workflows by developing documentation standards and centralized asset tracking systems that increased project visibility and team efficiency.

KONAMI DIGITAL ENTERTAINMENT | El Segundo, CA

11/2014 – 08/2015

Quality Assurance Tester

- Supported open-world gameplay validation and console certification for *Metal Gear Solid V*.
- Partnered with localization teams to ensure gameplay issues were accurately communicated to developers in Japan, streamlining bug resolution.

DISNEY INTERACTIVE | Glendale, CA

08/2014 – 09/2014

Quality Assurance Tester

- Evaluated gameplay systems and prioritized issues for *Disney Infinity 2*, improving stability throughout development.
- Partnered with engineers to track and resolve issues in DevTrack, supporting multi-platform certification.

EDUCATION

Associate of Science in Game Production

Los Angeles Film School | Hollywood, CA

Personal Projects

Soulslake Prototype – Unreal Engine 5 | Ongoing

Self-directed solo project exploring self-contained level design that directs players through environmental and spatial cues rather than explicit markers or objectives. Blocked out the full level and placed visual assets; replaced default player controls with custom Blueprint scripting; implemented a custom character with supporting animation blueprints; currently developing enemy behavior systems, with plans for a dungeon sequence built around environmental puzzle mechanics.