

MANDY OTERO

GAME DESIGNER

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PROFESSIONAL SUMMARY

Game Designer and Developer with 10+ years of experience and 15+ published applications across mobile and PC platforms. Expert at building scalable gameplay systems that balance player engagement, performance, and long-term replayability. Combines strong technical execution in C++ and Unreal Engine with creative systems thinking to craft compelling gameplay loops and immersive player experiences. Experienced in leading rapid production cycles from concept to playable prototype, delivering polished, high-performance systems grounded in thoughtful design and iteration.

SKILLS

Design: Gameplay Loop Design, Narrative Systems, Player Psychology, Combat Balancing, GDD Documentation, Rapid Prototyping, Level Design, UX/UI Flow.

Technical: C++, C#, Swift, GML, Kotlin, Javascript, Unreal Engine 5.4 (GAS, Blueprints, Blackboard), Unity, GameMaker Studio 2, Xcode, Android Studio, AI State Machines, Procedural Generation.

Tools: Aseprite (Pixel Art), Tiled, Git/Perforce, Jira (Agile/Scrum), SEO, Video Production.

WORK EXPERIENCE

Turn-Based Tactical Monster Catcher (Unreal Engine 5.4 C++) | 2025 – Present

- Architected a modular C++ spawning system with procedurally randomized enemy properties, increasing encounter variability and replay value across testing sessions.
- Engineered a top-down 3D combat prototype using Unreal GAS and C++, coordinating dozens of synchronized actor variables to ensure stable performance under complex combat calculations.
- Developed AI-driven enemy behavior trees that established distinct tactical profiles, improving combat engagement and strategic diversity.

Tactical SRPG System Prototype (Gamelaker Studio 2) | 2024 - 2025

- Designed a scalable grid-based combat system supporting 75+ unique classes via CSV-driven architecture, accelerating balance iteration cycles.
- Integrated elemental affinities and multi-tiered attribute systems, expanding viable build combinations and increasing strategic depth.
- Built rapid “play-and-tweak” balancing pipelines, reducing iteration turnaround time and improving gameplay clarity.
- Translated narrative themes into mission mechanics and progression systems, ensuring story and systems reinforced each other without sacrificing gameplay clarity.
- Developed modular level editing and ability frameworks, reducing new content implementation time while enabling creative mission design.

[Platformer Prototype \(Gamelaker Studio 2\) | July 2024](#)

- Led full production lifecycle from GDD creation to final prototype delivery within a 2-week sprint timeline.
- Engineered optimized collision systems, resulting in 130% faster input response time and tighter movement precision.
- Designed branching, non-linear level layouts validated through QA testing cycles to balance difficulty and player retention.
- Implemented combat, traversal, and boss systems using modular architecture to streamline iteration and feature expansion.
- Maintained artistic cohesion through custom animations and particle systems while prioritizing mechanical responsiveness.

Top Down RPG (Unreal 5.3 C++ and Blueprints) | 2023 - 2024

- Built a flexible ability system using GAS and Niagara VFX, focusing on the visual and mechanical “weight” of abilities to enhance player engagement.
- Standardized character hierarchies for players and enemies, improving system maintainability and reducing development

overhead.

- Integrated asynchronous data tasks to dynamically refresh UI and derived attributes, ensuring a responsive and robust player experience.

Action RPG (Unreal 5.2 C++ and Blueprints) | 2023

- Architected expansive, breathtaking landscapes by implementing modular level-streaming, enabling seamless open-world exploration while maintaining peak performance through minimal hardware overhead.
- Facilitated reactive and compelling combat by designing custom patrol behaviors, aggro logic, and offensive AI, achieving the unpredictable enemy movement that keeps players engaged.
- Refined player immersion by configuring procedural IK systems, delivering perfected foot-placement and character alignment to make movement feel "grounded" across high-fidelity mountain geometry.
- Engineered tactile combat mechanics using Motion Warping and Box Traces, synchronizing Root Motion with Anim Notifications to ensure the frame-accurate hit detection and feedback that defines a polished Action RPG.
- Enhanced visual clarity and narrative depth by authoring custom Niagara VFX for abilities and world items, providing players with distinct mechanical cues and a more evocative environment.

Applications from Android to iOS and iOS to Android | 2023

- Optimized gameplay systems for diverse hardware by implementing modular architectures to maintain consistent mechanics and performance across both mobile platforms.

iOS Application Development | 2022

- Directed the end-to-end design and App Store launch of a diverse portfolio including a Calendar, Tasklist, Journal, Tip Calculator, Dice Game, and branching Narrative Story, ensuring comprehensive lifecycle management.
- Built high-performance, clean codebases using Swift and Xcode to deliver responsive utility and gaming experiences with refined mobile architecture.
- Integrated Core ML and ARKit to implement machine learning and augmented reality features, resulting in advanced, tech-forward mobile functionality.

Android Application Development 2020 - 2021

- Directed the full design and publication of a multi-genre portfolio (Calendar, Tasklist, Photo Journal, Countdown Timer, Music Player, and Dice Games), ensuring end-to-end creative and technical delivery.
- Implemented Mvc architecture to engineer polished UI/UX, resulting in clean, intuitive navigation and highly responsive user interfaces for all mobile titles.
- Architected robust data systems by managing, migrating, and repairing complex databases, achieving zero data loss during corruption recovery and maintaining backend integrity.

Match 3 (Unity) | Spring 2020

- Evolved traditional memory mechanics by engineering a 2D match-three prototype, integrating a unique character-driven ability system to expand tactical player choice and fresh gameplay variety.
- Created a compelling meta-game economy featuring an Achievement system, Daily Quests, and currency progression, specifically designed to incentivize long-term play through character unlocks and boost items.
- Oversaw the end-to-end mobile release pipeline, managing Android packaging and payment integration to transform a creative concept into a fully functional, monetized application.

ADDITIONAL WORK EXPERIENCE

Retail Team Lead | Rutter's | 2024 – Present

Producer & Video Editor | Sky is the Limit LLC | Dec 2014 – 2023

CERTIFICATION

Unreal Engine: Unreal Engine 5 C++ The Ultimate Game Developer Course (2023)

Android: The Comprehensive 2021 Android Development (2021)

Kotlin Complete Android App Development (2022)

iOS: iOS & Swift - The Complete iOS App Development (2022)

Design: CalArts Game Design: Art and Concepts (2023)