

Daniel Ochoa | Technical Game/Content Designer

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Professional Experience

TicToc Games - Game Designer II

May 2025 - July 2026

Unannounced Project

- Served as primary designer on unannounced project for an experimental platform
- Responsible for building game-wide systems and features, including **level and mission design**.
- Collaborated with **overseas co-development partners** on key tools, mechanics, systems, and game modes.

NexPets: Puppies

- Designed key systems such as the puppy's core metrics, mechanics, and core game loops
- Collaborated with **overseas co-development partners** teams to solve key design problems and challenges that arose during development for a motion-controlled experience
- Performed **feature spec writing**, mechanic workshops, content playtesting, and iteration for the game's mechanics

Squanch Games - Content Designer (Unreal Engine 4/5)

June 2022 - Aug 2024

High on Life 2

- Responsible for the project's **entire traversal system in UE5**
- Led traversal playtesting, iteration, balancing, documentation, and implementation using **Unreal Blueprints** and custom tools
- Collaborated with designers, artists, and engineers to establish metrics, traversal tools, and **best practices documentation** for gameplay content creation
- Created combat encounters, puzzles, and traversal challenges for the Player's new skills and abilities

High on Life: High on Knife

- Performed **level blockout, narrative setup and mission flow**, gameplay and NPC scripting for **open-world levels**
- **Owned implementation** of mechanics, **missions**, and game content as per the game's script and action-gameplay vision
- Responsible for the design and implementation of a minigame tutorializing a new weapon, playtesting and tuning it based on **mission requirements** and playtest feedback data

High on Life

- Designed and implemented key narrative system, iterating on its design and **mission, gameplay, and narrative scripting**
- Led the design, scripting, and implementation of key gameplay system across **all open-world levels**
- Executed set dressing, traversal polish, and pacing/walkability passes across **all open-world levels**

Education

University of Southern California

BA Interactive Entertainment

Skills

Software: UE5, Blueprints, GAS, Unity, C#/C++, Maya/Probuilder, Notion/Confluence, Jira/Trello, Perforce/Git, Adobe Suite, MS/Google Suite

Processes: Rapid Prototyping, Gameplay Scripting, Documentation Writing, Grayboxing, Playtesting/Iteration, Agile Development