
Marvin Estrada

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Profile

A game designer with a high aptitude for creative writing and a great work ethic. Driven to create and passionate about the job.

Works best by learning on the job and excels at it.

Skills

- Game Design
- Concept Development
- Documentation and Reporting
- Proficiency in Unity
- Proficiency in Adobe (Photoshop, Illustrator, and XD)
- Proficiency in Microsoft Office
- C++ Education
- Creative Writing
- Testing and Troubleshooting
- Flow Chart Use
- Organization
- Leadership
- Multi-Tasking

Volunteer Experience

John Burroughs High School

September 2014 to May 2015

Student Volunteer

Burbank, CA

- Identified, investigated and resolved variances to keep records accurate.
- Handled cash and deposits using proper accounting procedures and documentation
- Directed visitors to correct personnel to handle individual concerns

Education

John Burroughs High School

2016

Highschool Diploma

Burbank, CA

Woodbury University

2020

Game Design

Burbank, CA

- Woodbury Academic Scholarship Recipient
- Major in Game Design
- Dean's List Honoree Fall 2018
- 3.5 GPA
- Completed coursework in [Writing], [Psychology], [Level Design], [Programming], [Story Development] and [Game Design]
- Continuing education in [Game Design]

Projects

Project Deus

April 2019 to Present

A mass-round robin roleplay being conducted by multiple people from around the web. It is meant to introduce people to the storyworld of Project Deus, its mechanics, and its plot to see how well they are all received.

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- Leads project development and the team gathered.
 - Creates lore, rules, and mechanics for project.
 - Mediates between participants.