



Gavin Delima

Technical Game Designer

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Experience

Survios – Technical Game Designer (June 2019 – April 2026)

Alien: Rogue Incursion Part 1 VR & Evolved Edition (2021 – Dec 2024)

- **Mission Scripting:** Established scripting standards and built a scalable mission pipeline. Developed reusable logic nodes and scripting actors. Sole owner of scripting for Missions 3 (*Nest*) and 4 (*Mess Hall to Ops Holdout*).
- **Gameplay Systems:** Designed and implemented modular interactive objects including Valve Wheels, Hard Drives, Fuel Cells, Circuit Breakers, and Loot Containers.
- **Cinematics:** Implemented and polished scenes such as the First Xeno Encounter, Facehugger Shootout, and Davis Decapitation.
- **Combat Design:** Contributed to early Xeno combat R&D. Created reusable logic for Xeno Holdouts and scripted major combat events.
- **Design Tools:** Built test gyms with modular Blueprints and a custom button system for fast designer/QA iteration.

The Walking Dead Onslaught (June 2019 – Sept 2020)

- **Level Design & Scripting:** Owned scripting for all campaign levels, including tutorials. Designed and implemented a full level—from encounter design to scripting, set pieces, and a mini-boss.
- **VR Systems Design:** Prototyped and polished VR interactions (e.g., grabbing, pulling, reloading).
- **Player Feedback Systems:** Designed helper systems for stabilizing, cocking, reloading, and combat actions.
- **Interaction System Refactor:** Inherited and reworked the interaction feedback system to support increasing complexity, improving reliability and scalability.

Skills

- Unreal Engine 5
 - Blueprints
 - Cinematics
- Unity
 - C#
- Perforce
- Photoshop

Education

- Bachelor of Science - Game Art & Design 2018 - *Art Institute of California Hollywood*