

# Aaron Pastor

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Narrative Game Designer

## Education

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SUNY Polytechnic Institute of Technology | Utica, NY

Class of May 2023

Bachelor of Science Degree in Interactive Media and Game Design

GPA: 3.51

## Experience

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Isthmus Studios - [Play Project Nautilus Now on Steam](#)

January 2022 - May 2022

Narrative Writer, Narrative Designer

Team Size: 21

- First-person exploration game built in Unity where the player controls a remote drone operator working for Isthmus, a mega corporation, piloting into the depths below.
- Wrote the text related to the character of Andrew Kaphan, created dialogue lines for AI assistant PASSION and scripted the midpoint dialogue.
- Implemented the in-game narrative triggers that prompted the player with newly received emails.

Trammell Classes

July 2023 - Present

Online Dungeon Master & Roleplay Teacher

- Craft a cohesive narrative to immerse the players into while portraying various characters in that story.
- Develop maps, encounters, and scenarios that are balanced mechanically to ensure fair play and fun.

## Featured Projects

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Space Traders and Raiders

August 2022 - December 2022

Lead Game Designer

Team Size: 25

- Isometric strategy-management game prototype built in Unity that has the player colonize planets in order to harvest resources and expand their empire.
- Ran a team of 8 designers and organized weekly meetings to develop game aspects.
- Created documentation for in-game systems, building mechanics, and economy management.

Miscellaneous: Blood & Spores

March 2022 - Present

Story, Writer

Team Size: 2

- Action-thriller comic about a man named Jason who assists someone known as A-12 escape the pursuit of deadly myconid zombie mutants that wish to take them back to a mysterious facility.
- Co-creator, narrative storyboarder, and writer for the comic.

ESC Room

February 2024 - May 2024

Writer, Narrative Designer

Team Size: 4

- Heist themed puzzle ARG developed for the Berklee College of Music Games and Interactive Media Scoring Showcase that has the player attempt to solve arduino-based puzzles to access a digital vault.
- Wrote character dialogue within the game along with outlining narrative concept and progression.

## Technology and Skills

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Technology: Unity (Visual Studios, C#), Adobe (Photoshop, Illustrator), Google Workspace, Twine, Git, Unreal Engine 4, JIRA

Skills: Creative Writing, Detail-Oriented, Leadership Experience, Systems, Gameplay

