

# Robert DiLorenzo | Combat Designer

Professional Languages: **C++**, **C#**, **Java**

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## Work Experience

Counterplay Games, San Francisco California

September 2022 - Present

*Combat Designer*

### **Unannounced Title 3rd Person Co-Op Rogue-Lite Title (NDA)**

- Led the design for the player kit's new combat direction
- Designed all player ability classes, individual abilities, resource management systems, and weapon classes
- Tuned all camera movements and animations for melee combat, special abilities, gunplay, and player movement
- Balanced all guns, melee attacks and player special abilities to elicit their individual identities within the game and to provide a variety of interesting and viable tools for players to approach combat with
- Worked with engineering to develop new combat tools for the studio to be able to create a tighter gameplay experience
- Collaborated with art and animation to provide feedback on player and enemy animations to make sure they were in sync with the team's goals for player combat interactions

High Moon Studios, San Diego, California

March 2021 - September 2022

*Associate Technical Game Designer*

### **Call of Duty: Warzone - In house scripting language**

- Prototyped and iterated on a variety of new mechanics and scenarios that have gone live on Warzone including the armored convoy mini-boss, killstreaks, and combat equipment for [Warzone Pacific Season 2](#), the [80s Action Heroes](#) mid season event
- Designed and pitched spec documents for new mechanics, seasonal content, and combat scenarios, some of which were approved and implemented into the game, such as the redeploy towers found throughout the map
- Developed and maintained the telemetry system for one of our limited time game modes, allowing the design team to track player engagement with the mode and player usage of our new mechanics and systems
- Participated in playtests of our new game modes to provide feedback, catch bugs, and develop new content ideas to prepare for release

Digital Continue, Long Island City, New York

June 2019 - September 2020

*Gameplay Engineer*

### **Drawn to Life: Two Realms - C#**

- Provided the system for passing damage information between the player, enemies and their environment about what types of damage are dealt and the direction from which damage is received on collision
- Created a system to deliver gameplay mechanics from pre-determined pools in the database using Linq

### **SuperMash - C#**

- Took over menu system development to free up our technical artist to work on other important features

## Education

Wentworth Institute of Technology, Boston, MA

*Graduated April 2019*

B.S. Computer Science, Minor in Applied Mathematics, GPA: 3.67, Cum Laude

## Relevant Coursework & Professional Skills

Relevant Courses: Unreal C++ Developer (Udemy), Computer Graphics (UCSD), Algorithms, Data Structures

Professional Skills: Adobe Illustrator, Microsoft Excel, Miro, C++, Unreal Engine 4, C#, OpenGL, Java, Unity, Agile Development

Master's Courses: UCLA Screenwriting for Television I & II