

Adrian Vizcarra

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Education

College Of San Mateo | A.S. Computer Science Applications and Development

Aug. 2020 - June 2023

- Clubs and Activities: Cross Country and Track & Field Team

University of California, Irvine | Bachelor's of Science in Game Design and Interactive Media

Sept. 2023 - June 2025

- Clubs and Activities: Production Officer in the Video Game Development Club (VGDC)
- Relevant Courses: Project Management, Prof Studio/Practicum, Games Entrepreneurship, Game Engine Lab

Projects

Producer, Sound Designer, and Level/Game Designer | Bobert's Mad Dash - Desktop Game (Unity)

July 2025 - Aug. 2025

- Participated in the month long jam "Gameplay First" hosted by Blizzard
- Coordinated a team of 13 people over the course of a month
- Created SFX for the game using Audacity
- Helped build and design the game's map

Producer and Designer | G-Nome - Desktop Game (Unity)

Jan 2025 - May 2025

- Implemented a detailed development plan represented in Jira
- Coordinated weekly meetings and sprints
- Directed the core gameplay loop, mechanics, and level design
- Built multiple levels using 3D assets

Producer | Wartorn - Desktop Game (UE5)

Aug. 2023 - Mar. 2024

- Collaborated with a team of 27 developers to create a 3D game in Unreal Engine 5
- Hosted weekly meetings with stand ups from individual departments
- Facilitated communication with team members and engaged in one-on-ones
- Reinforced Agile methodologies

Work Experience

Sales and Merchandising Associate | Microcenter

Jan 2026 - Present

- Tasked with helping customers build and select PC components for gaming and personal projects
- Utilized extensive PC knowledge and social skills to create relationships with both new and returning customers
- Prioritized clear and accurate communication to help resolve customer concerns

Target Team Member | Target

June 2023 - August 2025

- Supported the store's daily operations by stocking shelves, maintaining the backroom, and assisting guests
- Developed strong communication and problem solving skills by adapting to the needs of my coworkers and team leads

Skills

- C++, C#, Java, R
- Unity, Unreal Engine
- Git, Trello, Jira, Miro, Perforce, AWS, Agile
- Google Sheets, Excel, Microsoft Word, Outlook
- Figma, Rive
- OBS, Canva