

Henry Trujillo

Level Designer

htrujillo86@gmail.com

• <https://henrytrujillo.gamedesignskills.com/>
• <https://www.linkedin.com/in/HenryCTrujillo/>

• (310)-529-8864

Skills/Expertise

- Unity
- Agile Development
- Jira
- C# Scripting
- Python
- Confluence
- Grayboxing
- SmartGit
- Google Software Suite
- Unreal / Blueprints
- Zoom/Slack/Discord
- C++

Game Development Experience

Level Design Blockout Bootcamp | Action Adv. Edition • 2025

A game development practice organization.

Project Lead and Principal Level Designer - The Crystal Mines (Unreal Engine 5)

June 2025 - Oct 2025

- Prototyped, designed and fully created a working action adventure level blockout on a 12 week schedule.
- As principal level designer, I created and designed the level layout, level pacing, gameplay, combat encounters, and narrative for this level.
- Created numerous documentation for the project, including a level design research board, and a level design document with a 2D drawn map and beat sheet
- Went through five playtests and four iterations before final design.

Jam City • 2016 - 2024

An acclaimed mobile game studio, producing games such as Cookie Jam and Genies & Gems

Live Operations Coordinator - (Cookie Jam, Cookie Jam Blast)

Sep 2022 - Aug 2024

- Collaborated with Product and Design teams in scheduling and maintaining 10+ ongoing in-game events across two titles and multiple weekly/monthly AB Tests resulting in 20% less live issues occurring
- Created and managed spec docs for AB Tests in Confluence by communicating alongside Product Management, and Design teams to improve AB Event creation efficiency by 20%
- Planned and managed 10+ ongoing events & multiple monthly/weekly AB Tests, using JSON scripts as well as pushing them live using internal tools

Live Operations Associate / Level Designer - (Genies & Gems)

Aug 2020 - Sep 2022

- Spearheaded the creation and updating of Specification Documentation in Confluence for AB Tests alongside Product Management, and Design teams improving AB Test creation efficiency by 30%
- Collaborated with Product and Design teams in scheduling, managing, and maintaining of 6+ ongoing events and multiple weekly/monthly AB Tests using JSON scripts as well as pushing them live using internal tools, which resulted in 30% less event issues occurring on our live application
- Level designing, concepting, playtesting, bug fixing and live data tuning of 19 levels for Genies and Gems that catered to various playstyles, that had a player approval rating of 95%

Deployment Project Manager - (Senior QA / Associate Producer - Wild Things: Animal Adventure) Sep 2018 - Sep 2020

- Performed manual testing to accurately locate, troubleshoot, and report all functional/technical/live defects found in gaming software on PC/Mac Browsers, iOS, Android, and Kindle mobile devices, reporting between 30-40 issues a day within JIRA
- Created and updated test suites, test plans, test cases, and test reports for our external offsite Quality Assurance (QA) team that improved our testing efficiency by 25%
- Established effective communication among team members within Product, Design, and QA for enhanced collaboration and successful project completion resulting in 25% less delays in development

QA Analyst - (Wild Things: Animal Adventure)

Sep 2016 - Sep 2018

- Performed manual testing to accurately locate, troubleshoot, and report all functional/technical/live defects found in gaming software on PC/Mac Browsers, iOS, Android, and Kindle mobile devices, reporting between 30-40 issues a day within JIRA
- Collaborated with cross-functional teams to ensure seamless integration of new features and bug fixes.

- Spearheaded creation and updating of test suites, test plans, test cases, and test reports for our external offsite QA team improving their bug report efficiency by 25%

Playtika Santa Monica • 2014 - 2016

An acclaimed mobile/browser game studio, producing Bingo Blitz

QA Engineer - (Bingo Blitz)

Oct 2014 - Aug 2016

- Owned locating and reporting of all functional/technical/live issues found in gaming software on PC/Mac Browsers, iOS, Android, and Kindle mobile devices, reporting between 20-30 issues a day in a fast-paced environment of 1-to-2-week development sprint cycles
- Spearheaded the digital conversion, updating, and optimization of test suites/plans increasing team testing efficiency by 30%

AtGames Digital Media • 2013 - 2014

Manufacturer of plug-and-play retro game consoles and other gaming devices

QA Test Engineer - (AtGames Streaming Client)

Nov 2013 - Oct 2014

- Owned locating and reporting of all functional/technical/live issues found in cloud gaming software on PC and Android devices, reporting between 30-40 issues a day
- Drove creation of test cases and testing plans for projects and coordinated with developers & QA leads to determine what test case plans were needed to accurately test the product.

Sony Pictures Entertainment • 2013

An acclaimed mobile/browser game studio, producing Bingo Blitz

QA Lead (Contract) - (Wheel of Fortune 30th Anniversary, Suits & Swords)

May 2013 - July 2013

- Owned locating and reporting of all functional and technical issues found with mobile gaming software applications and coordinated with and lead 3rd-party QA vendors on projects
- Managed the creation of test cases, test suites, and testing plans for projects, as well as handling application submissions which improved development and submission time by 20%

Mobilehead • 2009 - 2013

An independent mobile game development company and 3rd party QA vendor

iOS Application Programmer - (Boba Time, Coffee Cafe, Me So Ramen, Cattle Control)

Dec 2009 - May 2013

- Managed programming for 10+ game applications for all iOS devices (iPhone, iPod Touch and iPad) and coordinated with Android developer to assist in porting of applications to Android and Kindle devices
- Drove front-end development for gameplay & basic functionality of all mobile gaming applications.

QA Tester - (NBA Unrivaled, Tecmo Bowl Throwback, Fret Nice)

Sep 2009 - Dec 2009

- Owned locating and reporting of all functional and technical (TRC) issues for SONY PlayStation gaming software, reporting 20-30 issues a day
- Owned locating and reporting of all functional issues for Microsoft (Xbox 360) gaming software, reporting 20-30 issues a day

Activision • 2008 - 2009

Acclaimed publishing company of hit games such as the Call of Duty franchise

QA Tester - (Prototype, Marvel Ultimate Alliance 2)

Nov 2008 - Sep 2009

- Owned locating and reporting of all functional issues for SONY PlayStation 2/3/PSP, Xbox 360, Nintendo Wii, and PC gaming software, reporting 25-40 issues a day.

Vivendi Universal Games • 2007 - 2008

Acclaimed publishing company of hit games such as the Crash Bandicoot and Spyro series

QA Tester - (Crash of the Titans, SWAT: Target Liberty, F.E.A.R Perseus Mandate, The Bourne Conspiracy) Jun 2007 - Nov 2008

- Owned locating and reporting of all functional and technical (TRC) issues for SONY PlayStation 2/3/PSP gaming software, reporting 25-35 issues a day
- Owned locating and reporting of all functional issues for Xbox 360, Nintendo Wii, and PC gaming software, reporting 30-40 issues a day

Volunteer Experience

Toasted Studio · 2025 - Present

An Indie game studio created by juniors, for juniors

Volunteer Level Designer (Don't Be Seen)

Nov 2025 - Present

Responsible for designing 2D platform-based level layouts, creating level design documentation, and creating level blockouts in Unity by coordinating with gameplay and narrative designers

Education/Certifications

Westwood College · 2004 - 2007

Bachelors of Science in Game Software Development

Game Design Skills · Game Design Fundamentals & Prototyping Bootcamp · Fall 2025

A 12 week bootcamp focused on game development fundamentals wherein each student created a tabletop game in Tabletop Simulator. This was a live course taught online by an industry professional (Jeremiah Franczyk - Lord of the Rings Online).

Game Design Skills · Level Design Blockout Bootcamp | Action Adv. Edition · Fall 2025

A 12 week bootcamp focused on level design fundamentals wherein each student created a 3D action adventure level blockout in Unreal Engine 5. This was a live course taught online by an industry professional (Nathan Kellman - Mafia the Old Country).

Coursera · Game Design and Development Specialization · January - June 2016

A 6 month specialization across 5 separate courses that covered the theoretical and practical foundations of video game production using the Unity 3D game engine to create a capstone game project. This was a course taught online by a professor of Michigan State University, Brian Winn, and his associate professor, Casey O'Donnell, an industry professional.