

JUSTIN NIEVES

Game Designer

June 2025- Present

Lead Systems & Tools Developer | Operation & Inventory Platform

Architected and deloped a full-stack platform using generative AI-assisted workflows to rapidly prototype code and accelerate development from initial concept to production.

- ✦ Architected and deployed a comprehensive full-stack platform using generative AI-assisted workflows to rapidly prototype code and accelerate development from initial concept to production
- ✦ Maintain and scale and the live platform across threee active commerical locations, managing concurrent user sessions and continuous real-time data synchronization
- ✦ Engineered robust backend pipelines integrating the Clover POS and Homebase APIs to synchronize live inventory data and staff scheduling metrics

2022 - June 2025

Blizzard Entertainment | Cinematic Designer

Collaborated closely with a multidisciplinary team with the focus of crafting visually stunning cinematics that elevate the game's narrative and player experience to AAA standards for Diablo IV. I utilized expertise in cinematic design, storytelling, and animation to create compelling sequences that immerse players in the Diablo Universe.

Diablo IV: Vessel of Hatred

- ✦ Main point of contact for in-game cinematics and real-time cutscenes
- ✦ Implemented pre-production workflow enhancements through automation, resulting in significant time savings and increased productivity
- ✦ Designed onboarding tasks and onboarded new employees while introducing them to the culture, company values, and daily workflow in a fun and inviting atmosphere

Diablo IV

- ✦ Integrated content from diverse sources to create immersive cinematic sequences
- ✦ Main point of contact for all bugs assigned to the Cinematic team with the responsibility to triage, track, and resolve known issues
- ✦ Worked on seasonal content including emotes, character customization improvements, boss encounters, bookends, and continuous optimization post

2021 - 2022

Blizzard Entertainment | Test Analyst

Alongside a team of talented developers, designers, artists, and producers, I played a pivotal role in ensuring the delivery of a high-quality AAA product above industry standards.

Diablo IV

- ✦ SME on Daily Build Verification Test
- ✦ Created Test Plan Documentation
- ✦ Implemented pass fail criteria on Test-Rail

Diablo II: Resurrected & Overwatch 2

- ✦ Performed Adhoc
- ✦ Submitted bug reports

2020-2021

Facebook | Data Collection Associate

Analyzed confidential hardware data for UX and development, offering user feedback and troubleshooting prototypes to ensure high-quality.

- ✦ Tested prototype hardware under strict NDA
- ✦ Performed data collection at the highest quality, providing reliable data
- ✦ Created documentation to assist with new testing methods

Contact

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Software

Unreal	Unity
Antigravity	Perforce
SyncSkech	Maya
Micosoft Office	Miro
Confluence	Jira

Specialties

Animation	Cinematography
Documentation	Visual Effects
Technical writing	UI/UX
Optimization	Previsualization
Level Design	Team building

Education

Fullsail University
Bachelor of Science in Game Design

Code Languages

C# C++ Java Python