JUSTIN NIEVES
Game Designer

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
- Worked on previsualization for multiple cinematics alongside communicating feedback and iteration to our animators, refining the storytelling, pacing, and overall impact of the scene

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 through quality assurance.

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

www.justgamedesign.com
justinnieves94@gmail.com
+1 (732)-207-5638

Software

Unreal	Unity
Visual Studios	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 Degree in Game Design

Code Languages

C#   C++   Java   Python