Sebastian Pata

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Work History

RattlerSPORE:

Dec 2023- Jan 2025

- A modification for the 2008 computer game SPORE™ with 2948 concurrent unique downloads.
- Uses a highly modular C++ based system that seamlessly facilitates new intricate and complex mechanics to the game, reducing development time for new content by 80%.
- Praised for it's authentic visual style matching the aesthetics of the base game with 50+ high quality & unique art assets, with intuitive user experience.

Derelict:

Oct 2023- Aug 2024

- An innovative puzzle game based in the Godot engine that utilizes a "snapshot" mechanic utilizing level design.
- Composed a full and memorable soundtrack.

3D Monster Maze Reborn:

April 2024 - Sept 2025

- An acclaimed and highly anticipated recreation of the first ever horror game, with visual effects to make the 3D environment visually distinct.
- Preview has over 3,000 views on Youtube.
- Utilizes professional Game Designer philosiphy.

Coo's Tower Pocket:

July 2025- Nov 2025

- An action platformer game developed for the GameBoy
 Color, intended to be emulated on any device possible.
- An infinitely replayable roguelike game on retro hard ware, with randomized elements such as over 5000+ character combinations and 100+ handcrafted rooms to explore.
- Has an authentic and novel 8-bit soundtrack.

Education

Stevens Institute of Technology Hoboken, NJ BA in Visual Arts and Technology

GPA 2.7 Graduates May 2026

Flexible I am an extremely adept learner when it comes to obtaining and adapting to new software, environments, technologies, and workflows. Organized Marketer I wish to assist you and your team with the highest presentation exemplifying utmost professionalism. Designer Communication