

Juan Miguel Cubides

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EDUCATION

Bachelor of Arts, Game Design

Expecting May 2025

University of Southern California, Los Angeles, CA

Relevant Coursework: Intermediate Game Design and Production, Mechanics & Level Design, Unity Prototyping, Sound Design, Cinematography Basics

PROJECTS

Move, Move, Melon!

Game Design Co-Lead

May 2025- Present

- A third-person on-rails collection game where the player is constantly collecting food to increase their speed & score throughout levels
- Designed the gameplay framework currently being utilized during development, including player movement, level structure, gameplay mechanics, and gameplay loop.
- Team of 30-40 USC Students in the Advanced Game Projects Course
- Responsible for leading communication between engineering, art, audio, UI, UX and Narrative
- Directing interaction design, level design, and content design

Apocalunch: Rush!

Co-Producer

January 2024 - Present

- A first-person tower defense action shooter cooking hybrid where you manage cooking burgers and servicing customers while zombies try to eat your customers
- Laid out basic gameplay framework during pre-production including shooting, cooking, customer & zombie behavior, and gameplay loop
- Small independent team of 9 volunteers, including Non-USC students
- Initial prototype was developed during Intermediate Design Course, and is continuing to be developed during Experimental Games Course of fall 2025

Smoke Break!

Lead Audio Designer

January 2025 - May 2025

- A stealth-puzzle game where your health is linked to your interactions, and is constantly draining
- Team of 20-30 USC students in the Advanced Game Projects course
- Awarded Student Game of The Year during the 2025 SAGE awards
- Responsible for delegating tasks and giving sound direction for the sound team
- Maintained communication across teams, ensuring our sounds met the goals of our collective vision

SKILLS

- Unity
- Level Design
- Gameplay and Content Design
- Sound Design
- Communication
- Collaboration & Teamwork
- Leadership