

Bianca "BSL" San Luis

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PROFESSIONAL EXPERIENCE

OTTODOT • Singapore (Remote)

Game Department Lead, Nov 2025-May 2026

- Established and managed efficient project workflows across international teams using Asana and Discord, ensuring on-time delivery of all deliverables
- Built project management tools, production workflow tools, and automations using in-engine in Roblox, Google Suite, and Airtable
- Managed and lead 4 game development teams releasing 200+ games for Math and Science
- Designed and implemented game testing protocols, facilitating sessions with diverse stakeholder groups including students, parents, and educators
- Collaborated with product and marketing teams to drive continuous platform improvements through user research and data-driven decision making

OTTODOT • Singapore (Remote)

Game Designer, May 2021-Nov 2025

- Spearheaded the design and development of Ottoworld's educational platform, leading multiple development teams to successfully launch 200+ educational games and learning tools
- Architected comprehensive learning experiences, including innovative science experiment simulations, open-ended question systems, and interactive flashcard tool based in the Singapore MOE curriculum
- Grey-boxed and level designed games across different genres of games
- Orchestrated the complete UI/UX design process using Miro and Figma, ensuring seamless user experiences across all educational games
- Conceptualized and executed both virtual and in-person educational gaming events, tournaments, and competitions to enhance student engagement

ROBLOX • San Mateo, CA (Remote)

Roblox Accelerator, May 2022-Jul 2022

- Selected for the prestigious Summer 2022 Roblox Accelerator Program, representing Ottodot
- Successfully designed, developed, and launched Ottoworld's alpha version within a 12-week timeline, implementing consistent updates post-launch
- Engineered and balanced the game economy system for Ottoworld, ensuring sustainable player engagement
- Developed and delivered strategic pitch presentations to Roblox executives, including the CEO
- Effectively managed development operations across GMT -8 and GMT +8 time zones, ensuring seamless team collaboration
- Gathered and implemented critical feedback from industry professionals and fellow accelerator participants to optimize game performance

DE LA SALLE - COLLEGE OF SAINT BENILDE • City of Manila

Research Assistant, Jan 2021-Apr 2021

- Managed the restructuring of the Interactive Entertainment Media Computing Program curriculum, including syllabus development and resource compilation
- Provided comprehensive 1-on-1 consultations for Game Studies students, evaluating research papers and game design projects
- Mentored senior students in their Capstone thesis game projects, offering guidance on design, research, and documentation
- Developed and maintained extensive research materials database using Notion and Google Docs

SUMMARY

Results-driven game designer and project manager with a track record of creating engaging games. Experiences in UI/UX design, level design, project management, and department lead. Demonstrated success in launching games and managing cross-functional teams across international time zones.

EDUCATION

De La Salle - College of Saint Benilde

Bachelor of Science - Information Technology with Specialization in Game Design and Development

RECOGNITIONS

- Roblox Accelerator Summer 2022, Ottoworld
- GAME ON! Nominee for Best PC Game, Ruin (2021)
- GAME ON! Nominee for Best Gameplay, Ruin (2021)
- Best Capstone 2 - GDD Division Award, Ruin

SKILLS

Game Design & Development

- Roblox Studio, Unity and Unreal previously
- Game economy design and balancing
- Systems and level design
- Figma, Miro for UI/UX prototyping and wireframing

Project Management & Collaboration

- Asana, Freedcamp, Notion
- Google Sheets, Airtable, GameAnalytics
- Cross-functional team leadership
- Remote team coordination in different timezones
- Cross department collaboration

CORE COMPETENCIES

- Strategic project planning and execution
- Game design and development
- Standard setting, building product from ground up
- International team management
- Stakeholder communication and engagement
- Rapid prototyping and iteration
- User research and testing
- Documentation and technical writing