

Teo Mendoza

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[Portfolio - teomendoza.github.io](https://teomendoza.github.io)

Education

Willamette University

B.S. in Computer Science | Minor in Mathematics

GPA: 3.94

Expected Graduation: 2027

Projects

Bash – 3D Multiplayer Shooter

- Designed and developed a fast-paced, free-for-all multiplayer combat game centered on continuous player engagement rather than traditional team-based objectives.
- Created a gameplay loop focused on nonstop engagement, where players quickly re-enter combat, prioritizing action and interaction over slower pacing.
- Designed multiple playable characters with distinct combat identities and full ability kits, emphasizing skill expression through mechanics such as movement disruption, targeted stuns, and sight-based blinds.
- Balanced chaotic multiplayer encounters through skill-based systems such as player mechanics, ability usage, and positioning, maintaining depth and competitive play within a highly dynamic environment.
- Delivered a complete playable product, including UI/UX systems, audio feedback, and map design, ensuring clarity, responsiveness, and overall gameplay feel.
- Implemented a server-authoritative multiplayer architecture with custom physics and collision systems to ensure fair, consistent, and responsive gameplay across all players.

Terminal Fighter – 2D Multiplayer Shooter

- Designed and developed a 1v1 multiplayer combat game focused on skill-based duels, emphasizing direct player competition without external objectives or team dynamics.
- Designed a combat system focused on spacing, timing, and player reads, where responsive movement and ability interactions directly determine outcomes in 1v1 encounters.
- Designed two playable characters with distinct combat identities and ability kits, creating varied playstyles while maintaining balance and clarity in head-to-head encounters.
- Developed a minimal arena to support clear engagements and decision-making, ensuring that outcomes were driven by player skill rather than environmental complexity.
- Implemented LAN-based multiplayer using Godot's networking systems with a custom matchmaking server to enable consistent and responsive 1v1 play.

Murder Mystery – Narrative & Game Design

- Designed a narrative-driven game concept centered on a cult-based mystery, structuring the experience around player discovery, exploration, and layered story reveals.
- Created a cast of 12 interconnected characters with distinct personalities, relationships, and hidden motives, designed to support dynamic interactions and evolving player understanding.
- Developed core gameplay concepts including clue gathering and dialogue-driven progression, using character interactions to reveal information and advance the narrative.
- Defined a cohesive player experience combining narrative tension and consequence-driven progression to guide engagement and pacing.

Work Experience

Pedagogical – Project Manager & Backend Developer May 2025 – August 2025

- Led a 3 person team developing Pedagogical, an NSF-funded AI-driven education platform deployed across multiple university courses, supporting 150+ students.
- Drove product direction and development by translating research goals into structured system designs, feature roadmaps, and implementation cycles.
- Designed and implemented backend systems for analytics, interaction logging, and AI-driven feedback pipelines, shaping how student behavior is used to guide learning outcomes.

Teaching Assistant – Intro to Game Development in Unity August 2025 – December 2025

- Supported 25 students during in-class coding demonstrations and project work by clarifying technical concepts, answering questions, and debugging issues in real time.
- Held weekly office hours to assist with debugging, technical problem solving, and feedback on game mechanics and design decisions for individual and group projects.
- Evaluated homework and projects by assessing code quality, technical correctness, and design elements such as mechanic clarity, player engagement, and usability.

Resident Advisor – Willamette University August 2024 – May 2025

- Supervised a community of 50 residents and collaborated with staff to support a housing population of 600+ students.
- Mediated conflicts, enforced university policies, and responded to crises to maintain a safe and structured living environment.
- Planned and led weekly programs and large-scale monthly events to foster community engagement and student well-being.

Publications

Mendoza, T., et al. (2025). *Not All Chatbots Teach: Evidence for Pedagogical Design in AI-Assisted Technical Education*. ACM SIGCITE 2025.

Skills

Game Design: Combat Systems, Multiplayer Systems, UI/UX, Character & Ability Design

Programming: Rust, C#, SQL, Python, GDScript, Bash

Systems: Multiplayer Networking, Server-Authoritative Architecture, Physics Programming, Database Design

Tools: Unity, Godot, SpacetimeDB, Docker, Git/GitHub, PostgreSQL

Product & Leadership: Agile Development, Product Planning, Technical Project Management

Awards

Murdock Science Research Conference – Best Presentation

2024