**A Digital Media Graduate** with plenty of team-oriented experience, technical proficiency, and bilingual fluency in English and Spanish. Trained to work under pressure, accustomed to meeting and maintaining deadlines, while rapidly and consistently learning from constructive criticism.

|  |  |  |
| --- | --- | --- |
| **Personal Info** | | |
| **Location:** | |
| Orlando, FL 32822 | | |
| **E-mail:** | |  |
| cpiraquive07@gmail.com | | |
| **Portfolio Site:** | | |
| <https://cpiraquive07.wixsite.com/website> | | |
| **Languages** | | |
| Spanish | |  |
| **Skills & Competencies** | | |
| Project Design Documentation | | |
|  | |  |
| 2D/3D Graphics Development | | |
|  | |  |
| Teamwork Experience | | |
|  | |  |
| Writing Compostion Skills | | |
|  | |  |
| Detail Oriented | | |
|  | |  |
| Organization Skills | | |
|  | |  |
| Communication Skills | | |
|  | |  |
| Adaptable | | |
|  | |  |
| Agile Development | | |
| **Technical Proficiencies** | | |
| **Microsoft Office Software** | | |
|  | Word | |
|  | Excel | |
|  | PowerPoint | |
| **Adobe Suite Software** | | |
|  | Photoshop | |
|  | Illustrator | |
|  | Indesign | |
|  | Premier | |
| **Autodesk Applications** | | |
|  | Maya | |
|  | 3DS Max | |
| **Programming Languages** | | |
|  | C# Programming | |
|  | HTML5 | |
|  | JavaScript | |
| **Graphics/Game Engines** | | |
|  | Unity 2D/3D | |
|  | Unreal Engine 4 | |

**Cristhian Piraquive**

Game Designer

|  |  |
| --- | --- |
| **Education** | |
| **12-2017** | **University of Central Florida, Orlando, FL**  B.A. in Digital Media in Game Design  3.6 GPA  **Fields of Study**: Digital Imaging & Video Fundamentals, Fundamentals of Interactive Design, Modeling for Real-Time Systems, Object Oriented Programming, Casual Game Production, Game Design Workshop I & II.  **Game Design Workshop & Production Projects:** Star Struck, [CyberRekall](https://cristhian-piraquive.itch.io/cyberrekall), Somewhere Out There, Villainous.  **Achievements:**   * Dean’s List from 2015-2016   + Awarded the John C. Hitt Scholarship of $1,000 for Summer term. * [Star Struck](https://play.google.com/store/apps/details?id=com.MeteorMen.StarStruck) can be downloaded and is playable on mobile devices through the Google Play Store. |
| **12-2014** | **Valencia College, Orlando, FL**  A.A. in General Education  3.6 GPA  **Fields of Study**: Intro to Computer Programming, Web Site Development, Intro to Computer Software, Essentials of Computer Maintenance, Engineering Concepts, Calculus/Analytic Geometry II.  **Extracurricular activities & Achievements:**   * SLS Community Service Experience volunteering for “Give Kids the World,” with a team of student and mentor engineers during the Spring of 2014. |
| **Awards and Honors** | |
| **Summer 2016** | John C. Hitt Summer Scholarship |
| **Spring 2015** | Dean’s List, University of Central Florida |
| **Spring 2016** | Dean’s List, University of Central Florida |
| **Fall 2016** | Dean’s List, University of Central Florida |
| **Work Experience** | |
| **07-2014 – 11-2014** | ***Runner -* Park to Fly** | Orlando, FL   * Responsible for successfully parking and retrieving customer vehicles * Maintained organized records of customer parking tickets and vehicle keys * Ensured that each vehicle would leave the grounds with right owner * Responsible for any contents/valuables inside each vehicle * Responsible for the health and condition of each vehicle * Collaborate with other employees to generate an efficient workflow |