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| **Cristhian A. Piraquive** |

[cpiraquive07@gmail.com](mailto:cpiraquive07@gmail.com) | [Portfolio](https://cpiraquive07.wixsite.com/website)| Orlando, FL 32822

# **GAME DESIGNER**

**3D ART/MODELING | LEVEL DESIGN | QUALITY ASSURANCE**

Technically and artistically proficient game designer with a passion for 3D art, level design, programming and gaming.

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| **SKILLS & COMPETENCIES** | | |
| * Project Design Documentation * Agile Development Cycle * 2D/3D Graphics Development * Animation Techniques * Data Import & Export | * Scrum Presentation & Reporting * Interpersonal Skills * Verbal & Written Skills * Teamwork Management * Fluent Spanish Speaker | * Testing and Debugging * Game Engine Integration * Project Source Control * Programming & Scripting * Technical Proficiency |
| **TECHNICAL PROFECIENCIES** | | |
| * Unity 2D/3D * Unreal Engine 4 * Autodesk Maya 2018 | * Adobe Photoshop & Illustrator * Adobe InDesign & Premier * Microsoft Office 365 | * C# Programming * HTML 5 & JavaScript * Github |
| **WORK/PROJECT HISTORY** | | |

**CYBERREKALL,** Team: Tech Noir, UCF | Orlando, FL | [Game](https://cristhian-piraquive.itch.io/cyberrekall) August – December 2017

***Lead Programmer & Level Designer***

* Developing and updating the GDD, ASG, & Marketing Strategy in association with teammates.
* Managed the team and created schedules & upheld deadlines with weekly scrums.
* Designed 2D concept art for the levels and their final 2D graphics using Photoshop & Illustrator.
* Programmed game and level mechanics: UI, parallax scrolling, player controller, enemy functionality, multiplayer.
* Built the game on Unity & exploited its 2D lighting system to enhance the gameplay environment.

**STAR STRUCK,** Team: Meteor Men, UCF | Orlando, FL | [Game](https://dselvia.itch.io/starstruck) May – August 2017

***Level Designer & 3D Artist***

* Developing and updating the GDD & ASG in association with teammates.
* Helping the Producer and Creative Director in developing schedules and upholding deadlines.
* Developing 3D models and UV maps using Autodesk Maya.
* Utilizing Adobe Photoshop to create textures and bump maps and applying them to the models.
* Designing and building levels within the Unity engine in collaboration with the level design team.
* Play testing and showcasing to gain feedback from user interaction and experience.

**SOMEWHERE OUT THERE,** Team: Odyssey Interactive, UCF | Orlando, FL February – May 2017

***3D Artist & Programmer***

* Developing and updating the GDD & ASG in association with teammates.
* Helping the Producer and Creative Director in developing schedules and upholding deadlines.
* Developing 3D models and UV maps using Maya, then exporting and importing models to Unity.
* Worked with the Lead Programmer to develop user-based mechanics and the game’s player controller.
* Utilized Unity’s Shuriken particle system to assist with user conveyance and environmental awareness.

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| **EDUCATION** |

**B.A. Digital Media – Game Design Track,** University of Central Florida, Orlando, FL December 2017

**GPA –** 3.6