

Eduardo Antonio Juarez
ea398@cornell.edu | (718) 606-5229

EDUCATION

Cornell University, Ithaca, NY

May, 2027

Major: Mechanical Engineering, GPA: 3.1

Grace Church School, New York, NY

May 2023

Prep for Prep, New York, NY

July 2015 - Present

A highly selective leadership development program that incorporates a rigorous 14-month academic component to prepare students for placement in leading independent schools and continues to work closely with the students through high school graduation and beyond

WORK EXPERIENCE

General Construction and Flooring, New York, NY

June 2024 - August 2024

Day Laborer

- Assisted with general labor, from loading and unloading machinery and material onto transport, moving essentials around worksite, cleaning and preparing worksite before and after day's work.
- Learned various aspects of carpentry, from effectively using power tools and machinery, to preparing material and installing it properly, and applying proper coatings and finishes.

LEADERSHIP EXPERIENCE

2D Game Artist, *Super Food Chain*, Cornell University, Ithaca, NY

January – May 2025

Semester-long student project for CIS 3152

- Discussed with other designers to come up with characters and a setting we all liked
- Developed character concept art exploring various visual directions for the game's style and tone.
- Drew and animated all character sprites, environmental assets, and in-game art (excluding UI)
- Produced promotional character illustrations for marketing and presentation
- Collaborated with programmers to implement art assets and design level layouts.

Game Development Association Team Project, Ithaca, NY

June 2024 - Present

3D Background Artist

- Visual background design on our year long project, *Grub Bug*.
- Discussed concepts for gameplay design from the perspective of a visual artist in a group setting.
- Generated ideas for visual design and language of proposed game concepts.
- Designed and crafted the background elements for the project, as well as contributed art for miscellaneous art assets and promotional material.

Prep for Prep / Sotheby's Art Academy, New York, NY

July 2022 - August 2022

Participant

- Learned about art and related jobs through the context of culture, museums and galleries.
- Participated in a mock art auction at Sotheby's main offices
- Prepared and gave a group presentation on a proposal for an art museum themed around magic and illusions.

Cornell University, Ithaca, NY

- Cornell Game Development Association Team Project

Grace Church School, New York, NY

- Ephemera: Arts and Literary Magazine, *Editor*
- Whiskey Bravo, *Member*

SKILLS/INTERESTS

Computer: Microsoft Office Suite (Expert), G-Suite (Expert), Adobe Photoshop (Proficient), Adobe Indesign (Proficient), Blender (Proficient), Canva (Beginner), Autodesk Autocad (Beginner), Autodesk Maya (Beginner), C# (Beginner), HTML (Beginner), Python (Beginner)

Language: Spanish (Fluent), French (Conversational)

Interests: Drawing, Sculpting, 3D Design, Coding