

Juriel Garcia S

He/Him

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Profile

Obsessed with design, code, and music, and learning. Whether recent techniques or something entirely new. Exploratory, solving problems one at a time, with attention to details, to ultimately create something to inspire, and provoke enjoyment.

Personal Skills

- Friendly and approachable.
- Creative/Innovative.
- Attentive Listener.
- Constant yearning to learn.
- Communication, Interpersonal, and Organizational Skills.

Professional Skills

- Sublime proficiency in C/C#/C++, HTML/SCSS/JavaScript, Java, Swift.
- Excellent understanding of game engines, such as Unity & Unreal; additionally, personal proprietary engines.
- Wonderful creation skills using different software such as Blender, Adobe Photoshop & Adobe XD.
- Created mobile games & experiences in Android Studio & Xcode.
- Excellent documentation skills using Microsoft Office & Microsoft PowerPoint.

Experience

• Developer

2020

Willow Games, Project Scavenger

- Collaborated with the lead developer on custom tooling for artists.
- Generated optimized noise volumetric shaders.
- Optimized overall performance in certain areas and improved abstraction.

Education

• Humber College, Toronto

2017 – 20XX

Game Programming - Advanced Diploma

• Free Code Camp

2016 - 2019

Completed certification course for Responsive Web Design, JavaScript Algorithms & Data Structures, & Front-End Libraries.

• Brebeuf College, Toronto

2012 – 2016

Ontario Secondary School - Diploma Granted