Jorge E. Sierra

Website: https://jsierra0918.github.io/

267-304-9836   Contact: 3d.JorgeSierra@gmail.com

Objective.

Seeking a web development(not sure which side yet) position that will adequately utilize my skills and experience to create assets that will ultimately lead to amelioration as an individual and a developer

Skills.

- **Extensive knowledge of these Programming Languages:** Creating responsive websites and data models using the following languages: HTML, CSS, jQuery, Bootstrap, Javascript, mySQL, Node.js

- **Extensive knowledge of 3DS Max:** modeling and animating organic and hard surface models while transitioning between low-poly and high-poly models. Rigged, unwrapped, and textured models.

- **Skilled in Photoshop:** Used it to create realistic textures, texture characters, design logos, and design box art.

- **Knowledgeable with Torque Game Engine:** created 3D art assets, programmed, scripted, exported both static and animated meshes, and designed levels.

- **Well versed in Unreal Editor:** assigned to model static meshes and placement of meshes to enhance game aesthetics. Exported static meshes.

- **Experienced in Adobe Audition:** created sound effects, cut-scenes, voice-overs, ambient sounds, and game music. Individual projects included: recreating game trailer and in-game scenes.

- Years of experience with all software range from three months to 10 years.

Relevant Experience.

- Working on getting a certificate for the **Penn LPS Full Stack Developer**

- **Neutronics Inc.** – Marketing/Engineering Assistant, February 13' – Current (consulting work)'. Initially hired to QA new software and provide IT support. Later assisted with the designing and redesigning of product data sheets, manuals, company brochures, product photography, designing 4 websites for the company using wordpress and overall creative needs for the company. Software used: Photoshop and Illustrator. Camera: Alpha SLT-A55V *Artwork available upon request.*

- **Lockheed Martin** – Graphic Artist, October 09'- September 11'. Used 3D package software to create scenes, animations, UIs, and art assets to be implemented in a web training simulation.

- **Fusion Animation Studios**, June 08'– September 08'. Given the task to create two character models in 3ds Max for a potential 3D animated series.

- As a member of Stupid Hat Studios I was responsible for animating and modeling characters in the game "Trick or Treat Mania." In addition, I was assigned to program and script in-game scenes, boss battle, and item drop. During this group process we learned how to manage time, track our assets, and use traditional/agile project management methodology. The time span for this project was six months.

- Worked on a group project using the Unreal Tournament engine. I was given the task to: model (static meshes), unwrap/texture meshes, and place meshes in level to enhance game aesthetics. The time span for this project was three months.

Education.

Bachelor of Science Degree in Game Design and Development   September 2008
    Brown College   Mendota Heights, MN
                    Achievements: Honor Roll and Dean's list
                    Activities: President of the gameClub 06-08
                    Current GPA: 3.66