Jonathan Cattarin

Jacattarin@gmail.com 925.719.7135
linkedin.com/in/jonathancattarin/

Skills

software — maya · photoshop · unity ---- code — c# · c++
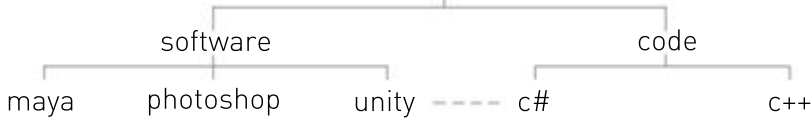
Experience

Office Manager — NEW DIRECTIONS FOR YOUNG ADULTS 2017-Current
Managed an office of 15 employees. Handled scheduling, hiring, petty cash and resolving a multitude of daily and yearly tasks.

Freelance — SELF 2015-2017
Contracted both 3D and design work, with a focus on low poly scenes for Unity mobile app. Worked in Maya and Unity.

Visual Graphics Intern — GUIDEKICK Summer 2016
Created lighting for 3D scenes to be used on a mobile app. Worked on co-ordinate based geometry creation. Worked in Maya, Unity, and MVS.

Education

Bachelors in Applied Computer Graphics — CSU CHICO 2010
Worked on a 40 person team as a lead modeler for Chico State Game Studios. Learned Maya, Photoshop and about the game dev pipeline.

Associates in Computer Science — DIABLO VALLEY COLLEGE 2017
Learned how to develop in c++ and in c#. Worked on small teams to complete term projecs.

Certifications — DIABLO VALLEY COLLEGE 2017

Advanced C++
Program Architecture
Data Structures

Worked on small teams of programmers for term projects.

Projects

Away Team — PERSONAL PROJECT Current
Turn based planet explorer. Developing in Unity and c#.

School Projects 2015-2016
Hearthstone remake, Pokemon Remake