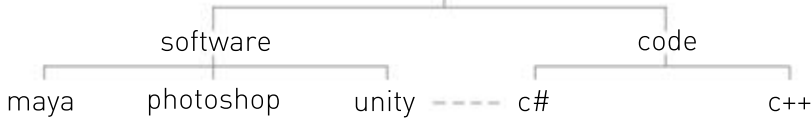


Jonathan Cattarin

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Skills



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 coordinate 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 projects.

Certifications

DIABLO VALLEY COLLEGE 2017

- Advanced C++** Worked on small teams of programmers for term projects.
- Program Architecture**
- Data Structures**

Projects

- Away Team** PERSONAL PROJECT Current
Turn based planet explorer. Developing in Unity and c#.
- School Projects** 2015-2016
Hearthstone remake, Pokemon Remake