Jonathan Cattarin

Passionate about game design/development. Always trying to learn more.
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Technical Skills

- Unity
- Illustrator
- Maya
- c#
- Photoshop
- c++

Experience

Office Manager at New Directions for Young Adults   Pleasant Hill, Ca. 2017-Present
Manages an office of 20 employees responsible for a wide array of administrative tasks, focus on scheduling our staff with over 35 clients. Worked in Office 365.

Freelance   Antioch Ca. 2014-Present
Contracted both 3D and design work with a focus on low poly scenes for mobile applications. Worked with: Unity, Maya, Photoshop, Illustrator.

Visual Graphics intern at GuideKick   Berkeley, Ca. Summer 2016
Created backed lighting for 3D scenes to be used on mobile application. Worked on coordinate based geometry creation. Worked in Maya, Unity, and Visual studio.

Education

CSU Chico in Chico, Ca   B.S. Applied computer Graphics 2010
Gained industry experience as a member of Chico State Game Studios for 2 years.
Promoted to **Lead Modeler** while working for Chico State Game Studios.
Gained proficiency with Software: **Maya**, **Photoshop** and **Illustrator**.

Diablo Valley College in Pleasant Hill, Ca   A.S. Computer Science 2015-2017
Worked collaboratively with small teams of programmers on term projects.
- Certified in **Advanced c++**
- Certified in **Program Architecture**
- Certified in **Data Structures**

Projects

Pusillanimous   2018. Mobile Game, early dev. Developed in Unity and c#.
Away Team   2017-current. PC Game, Resource allocation, survival. Unity and c#
Badlands   2017. PC Game, DVC term project. Developed in Unity and c#