

Jonathan Cattarin

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925.719.7135 | github.com/JohnThin/Portfolio

Technical Skills

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

Experience

Office Manager at New Directions for Young Adults– Pleasant Hill, CA 2017-Current

Managed an office of 17 employees. Responsible for HR needs as well as scheduling of employees and 30 clients.

Freelance – 2014 to 2017

Contracted both 3D and design work, with a focus on low poly scenes for Unity mobile app. Worked in Unity and Maya.

Visual Graphics Intern at Guide Kick – Berkeley, CA Summer 2016

Created baked lighting for 3D scenes to be used on mobile application. Worked on coordinate-based geometry creation. Worked in Maya, Unity, and Microsoft Visual Studio.

Education

CSU Chico – Chico, CA

Bachelors in Applied Computer Graphics, 2010

- Worked as a lead modeler on a 40 person game dev team.
- Gained proficiency with Maya and Photoshop.

Diablo Valley College – Pleasant Hill, CA

Associates in Computer Science, 2015-2017

- Worked collaboratively on small teams with other programmers for term projects.

Certificates – Diablo Valley College

- Advanced c++
- Program Architecture
- Data Structures

Projects

Away Team – Current

Turn based explorer developed in Unity and c#.

github.com/JohnThin/AwayTeam

School Projects – 2015-2017

Pokemon Remake developed in Unity and c#.