Jorge García

Portfolio: https://jorest.github.io/

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SUMMARY

Curious Game Designer who is always learning more about video games and other forms of media. Experienced in creating games and diverse games and other projects using game engines. In previous roles, contributed to the making of games and experiences for different platforms. Passionate about XR, AI, and Gameplay. Currently in my last semester of MA Game Development and Research at Cologne Game Lab.

KEY SKILLS

Game Design | Unity | UE4 | Source Control | Virtual Reality | Testing | QA |

WORK EXPERIENCE

UE4 Developer & Production, TriTrie Games   11/2021- present

- Created virtual production settings with HTC Vive and UE4.
- Recorded mocap with Rokoko and Unreal Engine 4
- Created interfaces and game prototypes using Unity(C#)

Play-Tester, Giantdoor UG   8/2021 - 10/2021
Game: *Derpy Conga*

- Provided feedback and suggestions regarding game design and level design.
- Bug reporting and technical suggestions using tracking tools.

VR Software Engineer, TH Köln   12/2020 - 03/2021

- Designed and scripted functionalities for an accessible VR environment (Unity 3D).
- Helped the project to come to fruition with positive feedback from the end-user.

Game Programmer (internship), Universal Phoenix Group   06/2020 - 08/2020

- Programmed game mechanics for a tile-matching game.
- Generated time-based data, and stored it into binary files.

VR Developer, Optimus View   03/2018- 10/2018

- Developed VR applications using Unity(C#) + Oculus to showcase real-estate properties.
- Optimized the projects to properly run in lower spec machines.

Jr. Game Designer, Lion Works   03/2015 - 10/2015

- Game Designer for *El Chavo Playbook Acapulco*, a mobile game for infants.

EDUCATION

M.A. Game Development and Research |2020- Now
Cologne Game Lab of TH Köln

1. Modules included: History & Theory of Games, Game Programming(Unity C#).
2. Modules: Serious Games, Nonlinear Adaptation, Advanced Game Design.
3. Modules. Professionalization & Master Thesis Preparation

B.S. in Computer Science Engineering
Universidad del Valle de Guatemala.

CERTIFICATES

Principles of Game Design
Michigan's State University

Game Design Foundations (1,2,3)
LinkedIn

LANGUAGES

English (Fluent)   **Spanish (Native)**   **German (Beginner)**

OTHER INTERESTS

I always enjoyed video games, music, animation, and fantasy. As I grow older, I become more and more interested in drama, mythology, and history. I am also a big fan of Tech news and pets (especially dogs). More recently, I got interested in cinematography and coffee brewing.