

Jonathan Saravia

510-120 Old Carriage Drive, Kitchener, ON N2P1Z4

226-791-1560

jonathan.saravia@hotmail.ca

OBJECTIVE

An enthusiastic, skilled, and reliable Game Design graduate seeking a programming position that reflects my experience, skills, and personal attributes.

HIGHLIGHTS OF QUALIFICATIONS

- Efficient in Object-Oriented design and skilled in the following programming languages: C#, C++, C, Javascript, ActionScript 3, Java, HTML, HTML5, SQL, PHP, and CSS
- Efficient in the use of Github, Blender, Illustrator, Microsoft Office, Maya, Photoshop, Unity3D, Unreal Engine 4, Visual Studio, and 3DS MAX
- Strong understanding of data structures, algorithms, databases and distributed systems
- Strong programming background experience for all types of issues
- Excellent team player with extensive experience working collaboratively and cooperatively
- Continuously exploring opportunities to expand current skill sets and knowledge base in additional areas of expertise
- Skilled at troubleshooting technical issues using personal experience and online resources to develop a reliable solution
- Ability to work well in a stressful environment focusing and prioritizing my responsibilities
- Work well independently and in a team environment recognizing limitations and when to seek help

EDUCATION

2020 Game Design, Conestoga College, Kitchener, ON

- 2-year program designed to develop a strong set of skills and knowledge that can be applied to careers such as a level designer, environmental artist, and/or character developer
- Graduated with Dean's Honour List recognition for overall GPA of 3.82

2018 Game Development, Niagara College, Welland, ON

- 3-year generalist program with a strong understanding of creating video games from the ground up. Areas of study include Game Documentation, Scripting, 3D Modelling, Animation and a final project to show cumulative skills, industry audience, etc.

2014 Ontario Secondary School Diploma, Forest Heights Collegiate Institute, Kitchener, ON

- Obtained a high skill specialist major in Technology and Communications.

EXPERIENCE

2020 BattleGoat Studios

Game Developer

- Development of PC game
- Created particle systems from scratch using c++
- UI Development
- Data management
- Participation in game design decisions with team
- Game Engine Asset Management

Junior Technical Artist

- 3D Modelling
- Texturing in Photoshop with Integration into Blender
- 2D and 3D Art Assets
- Game Engine Asset Management

2019 - 2020 Software IT Technician, Conestoga College

- Software installation and configuration
- Scripting
- Troubleshooting software issues
- Supporting software needs for labs
- Lab imaging
- PC upgrades for staff/faculty

2017, 2019 Global Game Jam

- Appointed lead programmer by peers
- Responsible for project management and coding
- Script and art project integration to have a video game completed within 48 hours under a predetermined game theme

COMPLETED TITLES

Color Boom – 2D Mobile Arcade Game (*Personal Project*)

- Responsible for collaborating to determine game concept, creating all game scripts, Script/Art/Music Integration.

Redneck Repair – 3D PC/Arcade Game (*Global Gam Jam 2019*)

- Responsible for collaborating to determine game concept, creating all game scripts, Script/Art/Music Integration.

PORTFOLIO

jonathansaravia.com