

Jonathan Saravia

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Dear Hiring Manager:

As a graduate of the Game Design program at Conestoga College, as well as possessing over 6 years of experience in C# coding optimization, I am interested in the position of Gameplay Programmer

The combination of my education and training, as well as related employment experience, matches the position requirements that you seek. I have practical experience working as a member of a team that has shipped the game "Color Boom". The position has provided me with object-oriented experience in Gameplay, AI, UI, and Physics programming.

In addition, I bring outstanding communication skills, critical thinking, and a drive to innovate. As you will notice from my resume, I have exceptional experience working as a team, a dedicated work ethic, and dependability record. I would be more than happy to provide you with recommendations from Conestoga College faculty members.

Thank you for your time and consideration. I look forward to hearing from you to discuss my qualifications and eagerness for the position of Gameplay Programmer.

Sincerely,

Jonathan Saravia

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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
- Solid math skills including vectors and matrices
- Strong programming background experience for all types of issues
- Excellent team player with extensive experience working collaboratively and cooperatively with an open mind
- 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-oriented environment recognizing limitations and when to seek help
- Strong organizational and communication skills

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

- Graphics and UI Programming
- Created particle systems from scratch using DirectX 11(C++)
- 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, configuration, and troubleshooting
- Scripting
- Supporting software needs for labs
- Lab imaging and PC upgrades for staff/faculty

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