

Jonathan Saravia

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OBJECTIVE

An enthusiastic, skilled, and reliable Game Design and Development graduate seeking a 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 math skills including vectors and matrices
- Strong programming background 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.

EXPERIENCE

2020 - 2021 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
- Game and tool testing

Junior Technical Artist

- 3D modelling
- Texturing in Photoshop with integration into Blender
- 2D and 3D art assets
- Game art management

2019 - 2020 Software IT Technician, Conestoga College

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

GAME CREDITS

Galactic Ruler – *BattleGoat Studios (Early Access)*

- Responsible for UI and graphics programming, VFX, game and tool testing, asset management, game design, and 3D modelling

Color Boom – *2D Mobile Arcade Game (Published)*

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

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

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

PORTFOLIO

jonathansaravia.com