

# Benedicto B. Villanueva III

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Portfolio: <https://kalikarnage.github.io>

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## Professional Summary

With a decade in the US Air Force, specializing in law enforcement and security, I offer unique skills for game development. My experience in conflict resolution, situation analysis, and project management, combined with a secret security clearance, positions me well to tackle game development challenges. I aim to apply my analytical and strategic abilities to craft secure, engaging gaming experiences.

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## Education

**Bachelor's in Games, Interactive Media, and Mobile Technology,** 3.4 GPA  
Boise State University, Boise, ID 2022 - 2025

**Associate of Applied Science in Criminal Justice,**  
Community College of the Air Force, Maxwell Air Force Base, AL 2011 - 2019

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## Skills

**Languages:** C#, Python, HTML, CSS & Javascript

**Software:** After Effects, Animate, Autodesk Maya, Blender, Excel, Git, Illustrator, Outlook,  
Photoshop, Roadkill, Powerpoint, Premiere Pro, Substance Painter, Unity, VS Code & Word

**VR/XR Development:** Mixed Reality Toolkit, Meta Quest 2, Meta Quest Pro & Hololens 2

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## Professional Experience

### United States Air Force

**Facility Manager, Cheyenne, WY** 2019 - 2020

- Managed a \$30K budget and oversaw custodial contracts for 110-year-old National Historic Facilities.
- Represented work priorities and future projects at facility management boards for 1,500 employees.
- Ensured proper handling and disposal of hazardous materials.

**Senior Patrolman, Cheyenne, WY**

2019 - 2020

- Enforced conduct standards and laws, detecting and reporting illegal activity.
- Led security for a community of 5,700, safeguarding 150 strategic assets and \$3.7 billion in resources.
- Managed criminal and vehicle accident investigations, including interviews and evidence collection for court cases.

## **Investigator, Mountain Home, ID**

**2018**

- Investigated criminal activities referred by local, state, and federal agencies.
  - Built relationships with the district attorney's office and law enforcement agencies at local and federal levels.
  - Enhanced inter-agency collaboration, improving information exchange.
  - Analyzed factual data, streamlining evidence collection processes.
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## **Projects**

### **ARSIS 6.0 NASA SUITS**

**2022 – 2023**

- Led Boise State's UI team in the NASA SUITS challenge, developing augmented reality interfaces for astronaut spacesuits using MRTK, Meta Quest 2, and HoloLens 2.
- Managed project to meet NASA's requirements, improved team coordination and project management in Unity, MRTK, and AR platforms.
- Improved AR technical abilities, effectively integrating and documenting for NASA projects, enhancing leadership and innovation in AR solutions.

### **360 Video Fishing Game**

**2023**

- Developed an interactive 360-degree video for Oculus Quest 2 and Quest Pro using Unity in a team project.
- Led 3D modeling, texturing, and UI design with Autodesk Maya and Substance Painter, marking first-time mastery of these tools.
- Enhanced 3D modeling skills, showcasing rapid learning and teamwork in virtual reality development.

### **Individual Immersive Game (Enigma) – In Development**

**2023 – 2024**

- Led a solo VR game development project for Oculus Quest 2 with original assets in Boise State's GIMM program.
  - Developed and documented Game Design Documents, starting in sophomore year with completion targeted by senior year.
  - Improved technical and creative skills, contributing a unique VR game to the community.
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## **Publications**

Teogalbo, D. J. R., Auner, D., Ayala, N., Burnell, C., Dayrit, T., Gamel, G., Lotspeich, N., Smith, A., Swanson, S., Willerup, E., ... & Villanueva, B. (2023). ARSIS 6.0: A Mixed Reality Application for Enhancing Astronaut Efficiency and Autonomy. In *Proceedings of the HCI International 2023* (pp. 5 - 9). Springer. [https://doi.org/10.1007/978-3-031-35634-6\\_27](https://doi.org/10.1007/978-3-031-35634-6_27)

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## Training

Entry-Level Supervisory Training, Airman Leadership School, 5 weeks, Mountain Home AFB, ID

Basic Military Training, 12 weeks, Lackland AFB, TX

Security Forces Technical School, 13 weeks, Lackland AFB, TX

Anti-Terrorism Level II, 1 Week, Nellis AFB, NV

Combat Life Saver, 40 hours, Fort Bliss, TX

Evasion Conduct After Capture (ECAC), 4 days, Lackland AFB, TX