

Benedicto B. Villanueva III

Email: BBVillanueva3@gmail.com

LinkedIn: www.linkedin.com/in/benedicto-villanueva

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

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.

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

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

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.
-

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.
-

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

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