

Mark-Justin Pareja

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EDUCATION

University of California, Irvine

Aug. 2013 - March 2018

B.S. in Computer Game Science (GPA: 3.133)

GAME DESIGN PROJECTS

Lead Artist and Graphic Designer | *Magia Transformo: The Dance of Transformation*

2017

The Transformative Play Lab at UC Irvine

Magia Transformo is an **augmented reality game** and **design experiment** developed by the *TPL at UCI* that combines physical props and digital interfaces via RFID chips and motion and color tracking to create a unique and immersive play space.

- Hosted play sessions to showcase the game at the **IndieCade 2017** festival in Los Angeles, an international event where the development of innovative independent games is celebrated and certain ones are chosen to be previewed and played.
- Produced the graphical assets for the game's digital elements and performed debugging and **Android** application testing.

Team Lead, Artist, Programmer, Designer, Producer | *Bloomless, VGDLove!!, Lustrous Legacy, and more*

2014 - 2018

The Video Game Development Club at UC Irvine

VGDC at UCI is a student-led club comprised of a community of mostly student game developers from various majors and backgrounds, with a majority being Computer Game Science majors looking to bolster their portfolios and make connections with others seeking to join the video game industry by coming together to make video games of different styles and genres.

- Created **2D sprites**, **3D models**, or **pixel art** assets for characters, backgrounds, icons, and other visual components.
- Programmed game mechanics and **UI components** in Unity, planned **use cases** for playtests, and performed **bug fixes**.
- Organized **user testing** sessions utilizing both black-box and white-box testing for general playtesters, project team members, and club mentors and implemented changes and additions based on player feedback.
- Designed end-to-end testing scenarios, game mechanics, characters, settings, and game worlds for multiple projects.

Lead Artist, Animator, Designer, Tester | *Swan Song*

Sept. 2016 - March 2017

Team Swan Song | UC Irvine

Swan Song is a 2D pixel art hack-and-slash side-scroller that was created for the *Capstone Game Project* class at UCI, a multi-quarter course where seniors within the Computer Game Science major team up to develop a video game for their senior project.

- Designed and created **pixel art sprites** and **animations** and all other visual assets for the game.
- Collaborated extensively with team members to design the characters, plot, and game world for the project.
- Facilitated the development and implementation of game mechanics and **quality assurance** tests.

WORK EXPERIENCE

Lead Instructor

June 2017 - Sept. 2018

BrainStorm STEM Education | Irvine, CA

BrainStorm is a STEM Education company offering classes and camps to stimulate student interest in Science and Technology.

- Managed several other instructors as **site lead** of one of the school sites hosting BrainStorm summer classes.
- Conducted lesson plans and activities mainly on the topics of **robotics**, **coding**, and **game design** in a classroom setting of up to 30 students.
- Facilitated educational exhibits to supervise and instruct over a hundred students total cycling throughout each session.

TECHNICAL SKILLS

Python, HTML, C#, C++, Linux | Unity3D, Unreal Engine, GameMaker Studio, RPG Maker VX Ace | Adobe Photoshop, FireAlpaca, Procreate, Spriter Pro, VEGAS Pro, OBS | Maya, Blender, MagicaVoxel, VRoid Studio | GitHub, Slack, Trello, Microsoft Office | Video Game QA, Debugging, Command-Line Tools, Human-Computer Interaction, Agile Methodologies