Mark-Justin Pareja

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Objective

To acquire an **entry-level game development position** primarily in art or game design to enhance my interpersonal, leadership, artistic, and design skills while developing professional work experience.

Education

University of California, Irvine (Anticipated graduation: March 2018)

Computer Game Science, B.S.

Design Projects

Global Game Jam, Lead Artist and Designer for Team SID

- Designed and digitally produced, and animated all of the visual assets for the game
- Assisted in developing and playtesting the various game mechanics

Video Game Development Club (Multiple Projects), Lead Artist, Designer, and Writer

- Organized the various communication platforms and meetings for several teams
- Created art assets for characters, backgrounds, icons, and any other game components
- Modeled and textured the game objects for the games that were made in 3D
- Programmed game mechanics and UI components in Unity for those games where I had to take on an additional role as programmer
- Designed game mechanics, characters, settings, and game worlds for multiple projects

Capstone Game Project, Lead Artist and Designer for Team Swan Song

- Designed and digitally produced, and animated all of the visual assets for the game
- Helped design the characters, story plot, and game world
- Facilitated the development and implementation of various game mechanics

Technical Skills & Qualifications

- Game Design & Programming: Unity 3D, RPG Maker VX Ace, Twine, Python, C#, C++
- Digital Art, 3D Modeling & Editing Software: Adobe Photoshop, Spriter Pro, FireAlpaca, Paint.NET, GIMP, Blender, Maya, Vegas Pro 13
- Data Input & Documentation: Microsoft Office, GitHub, Slack, Trello

Relevant Course Work

- Game Systems & Design
- Game Tech & Interactive Media
- Writing for Computer Games
- 3D Modeling & World Building
- Mobile and Ubiquitous Games
- Human Computer Interaction
- Multiplayer Systems
- Software Programming