

# Moises Gabriel Oliveri

WRITER

## Profile

Moises is an enthusiastic Writer and Game Developer eager to contribute to team success through hard work, attention to detail and excellent organizational skills. He has a clear understanding of Creative Writing, Game Development, and training in Game Art. He is very motivated to learn, grow and excel in the games industry and in writing.

## Education

### Bachelor of Game Art, The University of the Arts, Philadelphia

AUGUST 2017 – MAY 2021

Received a Bachelor's Degree from The University of the Arts in Game Art. Won recognition from students, teachers, and the University's President.

## Awards

### President's Award for Cross Disciplinary Excellence

On top of the recognition won from students and faculty, Moises was awarded the President's Award for Cross-Disciplinary Excellence for use of art, audio, programming, and writing on his Senior Thesis which was accompanied by a \$1,000 prize.

## Employment History

### Writer, Brotherly, LLC., Philadelphia

DECEMBER 2020 – FEBRUARY 2021

Created and organized storytelling elements amplify the preexisting main mechanics of the game. Wrote and implemented interactive dialogue for player and non-playable characters.

Helped rework and rewrite initial plot of game as well and write the story's ending.

### 3D Artist, Global Game Jam, Philadelphia

JANUARY 2019 – JANUARY 2019

Sketched, 3D modeled, textured, and implemented many assets into Unity for a game.

Optimized the assets for high performance game play.

## References

### Robert Nally from Brotherly, LLC.

rnally@uarts.edu

### Erik Van Horn from University of the Arts

evanhorn@uarts.edu

## Details

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## Skills

Creative Writing

Fast Learner

Leadership Skills

Ability to Work in a Team

Communication Skills

Unity

Editing Video