**Jesus Mendez**

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**Career Objective**

To achieve an entry level position into video game design

**Summary of Qualifications**

* Steady understanding of video game development throughout its artistic and programable aspects

**Education**

Tri-Tech Skill Center Video game design – ended both semesters with an A, estimated GPA; 3.8

Other course’s

* Web Design
* Computer engineering
* Networking

**Skills**

* Understanding of C#, C++, Html, GitHub

Experience with SolidWorks, OnShape, and Blender for modeling. OnShape and SolidWorks Used for precise geometry as for blender used for more complex structures. Worked with Animations 2D through different software and 3D within blender.

**Experiences**

Collaborated with groups to create video games – work ranging from testing, design, programing, debugging. Whilst maintaining communication and participating during scrum meetings. Software used were Unity, Visual Studio, Trello, and GitHub.