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Sho Leo Serrano

I am a Senior at UCSC, majoring in Art & Design: Games + Playable Media, who's fluent in Japanese. I can quickly adapt and learn many aspects of game creation. I can stay working for long periods and can problem solve difficult problems when given enough time.

Skill Sets

- Game Design (Set game rules and manage assets)
- Creating 3D models, 3D animations, and 3D Texturing
- Creating a 2D minigame, Live 2D, simple illustration, Pixel Art and Sprites
- Programming in Python, C++, Java, and HTML/CSS
- Editing videos, making music, and making sound effects
- Fluent in Japanese (Both Speaking and Writing)
- Experience in doing office work and taking calls for a Company
- Software: Aesprite, Audacity, Blender, Live 2D Cubism, Microsoft Excel, Unity, Unreal Engine
- Adobe Software: Fresco, Illustrator, Photoshop, Premier, Substance Painter, Substance Designer

Work Experience

Food Distributor (K's Kitchen)
- Provided food samples of Japanese products with cooperation from different Japanese companies at a Japanese Supermarket.
- Communicate the sales of products provided by different Japanese Companies.
- Meet different Japanese Company CEOs and work side by side to ensure the success of their products here in the US.

Retail Worker (Yamacho)
- Make a set number of varying Japanese food products while handling customer service and the cashier.
- Make business calls to numerous companies to renew pricing plans associated with the business.
- Teaching new workers the responsibilities expected from their job and how to cook different foods.
- Speaking both Japanese and English depending on customer preference.

Projects

- A website reflecting what I've learned from different labs I took from a course at UCSC.
- School Game Projects, both 2D and 3D
- Live 2D model using original assets

Education

Art & Design: Games + Playable Media,
University of California, Santa Cruz