

Michelle Linares

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Objective

To obtain an internship within the game design field to develop my design and 3D modeling skills.

Education

Rochester Institute of Technology, Rochester, NY
Bachelor of Science Degree in Game Design and Development
expected August 2015
GPA: 3.6 / 4.0

Kanazawa Institute of Technology, Kanazawa, Japan
Studied Japanese Language and Culture.
June 2014 - July 2014

Skills

Programming Languages: C#, Java, C++, OpenGL, Javascript, Canvas, Actionscript
Web Development: HTML, CSS
Development Tools: Microsoft Visual Studio, Unity, Maya, Mudbox, PhotoShop, Illustrator
Foreign Languages : Intermediate Japanese

Projects

Dragon Mandering
Production
A turn based strategy analog game, incorporating deck building, and social elements. The objective is to gain control of as much territory as possible, through conquest or outwitting your opponents.
Sep 2013 - Dec 2013

Soul Bound
2D & 3D Artist
A strategy, role playing game set in a magic filled fantasy world. The player controls a party of 2 - 5 characters, along with familiars, to defend the world against a vengeful society.
Jan 2015 - Present

A Game Called Quest
2D Artist
A multiplayer, open world survival/sandbox game. Players go out to the world to harvest resources in order to defend themselves against enemies as well as other players.
Feb 2015 - Present

Work Experience

RIT Grader, Rochester, NY
Read and reviewed over student's coding assignments and projects.
April 2014 - May 2014