**[Aaron Cantu](javascript://)**

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[Level Design and Scripting able to provide creative and efficient work to produce highly effective levels and assets. Available for full time employment and will consider project work with full time potential.](javascript://)

**[SUMMARY](javascript://)**

**[San Jacinto South, Houston Texas](javascript://)***[Associate of Level Design and Game Scripting](javascript://)* [GPA 3.9](javascript://)

**[EDUCATION](javascript://)**

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| --- | --- | --- |
| **Level Design** | **Scripting** | **C++** |
| Process of level design | C++ | Multi-Function Programs |
| Unreal Engine 4 | BluePrints | Intro C++ |

**CREATIVE DESIGN SUMMARY**

Spring 2016

San Jacinto College

***Game Project***

* Created a full functioning game using unreal engine incorporating c++, blueprints, teamwork, and the level designing process.
* Used Project Development Process
* Presented and pitched game idea
* Worked with other students, assigning jobs and taking initiative on the game

Assisted on debugging and building the game, and worked directly with the developers to insure that there were no issues in various ways.

**RELATED COURSEWORK**

* Digital Photography, Editing and Color Correction  
  Adobe Photoshop for the Gaming Industry  
  Advanced Ilustration and Design  
  Flash Design and Animation

**COMPUTER SKILLS**

Windows Vista – Windows 10   
Adobe Illustrator 10-CS-2, Adobe Photoshop, Adobe Creative Suite, Unreal Engine 4, GitHub, Blender  
Flash, C++, Blueprint Scripting, HTML and CSS authoring   
Microsoft Office Suite  
Pick up new applications with ease