Diego Gonzalez

Video Game Artist

**Professional Profile**

Artist with a talent for conveying personalities, emotions, weight, and motion.

Collaborates well with others to generate and complete ideas within deadlines

**Technical skills**

Software – Python, c++, unreal engine, Photoshop, web development

Graphics – blender

**Professional Experience**

Created concept art for SkyGG, and created game environment.

* Created animation for the enemies, created a running system

Created a board game called Rynnor

Created a tic tac toe game in python

**Education**

Certificate in Simulation and Game Design – GPA 3.0 – San Jacinto College South campus, Houston, Texas

Courses – Programming Logic and design, level design, intro to game design and development, intro to c++ programming, object oriented design, advanced c++, game scripting, mobile applications development, web development, interface design with Photoshop, college algebra