

# Malek Fernandez Uribe

## Video-Game Designer - UI/UX

I'm a Video-game designer with almost **2 years** of experience in the field from Mexico residing in Vancouver, I'm focused on **User Experiences**. My goal is to expand my career and hone my skills in 3D modeling and programming through hands-on experience.



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thesmk2.

### Experience

#### Video Game Designer

Karaokulta

Jan 2019

Sep 2019

- In the field I've created walkthrough documents, used for identifying glitches and malfunctions, and correcting in-game errors
- Designing quick prototypes for companies, and making functional alfas for testing.

#### App-Tester

Abax

Oct 2019

May 2020

- Worked through all aspects of a given application in order to check for defects and identify bugs or glitches.
- Was the bridge between developers, designers and head publicists providing written, oral, and video feedback.
- I was handling around 4 to 5 new apps in development while documenting errors and re-designing parts of the apps that didn't worked

### Project Experience

- Cinepolis Chile hired us at **Karaokulta** to make a game for their franchise, so I made an interactive AR game that scanned stickers hidden in areas around the cinema in order to gain rewards such as coupons.

### Skills

Maya

Photoshop

Illustrator

Unity

Figma

C# Programing

Z brush

After Effects

### Languages

English Native

Spanish Native

French Beginner

### Education

Jan 2013

Jun 2018

#### Video-game Designer

SAE Institute

Creating of the characters, develop the game dynamics and generate unique experiences.

Jan 2023

Present

#### UI/UX

Cornerstone International

Creating of the characters, develop the game dynamics and generate unique experiences.