Malek Fernandez Uribe

Video-Game Designer - UI/UX

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I'm a Video-game designer with over **2 years** of experience in the field. I've traveled from Mexico currently residing in Vancouver; my main focus is on Gaming Experiences that I've achieve using my knowledge in level design and user experiences. I hope to expand my career and hone my skills in 3D modeling and programming through hands-on experience.

Experience

Video Game Designer
Karaokulta

May 2018 - 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 alfa/beta versions during testing.

App Quality Assurance
Abax

Oct 2019 - Jan 2021

• 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.
• Handled around 4 to 5 new apps in development while documenting errors and re-designing parts of the app that didn't worked.

Project Experience

• Cinepolis Chile hired us at **Karaokulta** to make a interactive AR game that scanned stickers hidden in areas game for their franchise.

• Pet City Mania, a phone game for **Karaokulta,** consist of a 2 v 2 arena shooter game for all ages.

• Twin Hunt, an action horror game, based on mechanics from Dark Souls. Made as a student final project.

Skills

Maya

Photoshop

Illustrator

Unity

Figma

C# Programing

Z brush

After Effects

Languages

English	Native
Spanish	Native
French	Beginer

Education

Jan 2013 - Jun 2018

Video-game Designer
SAE Institute
Creating of the characters, develop the game dynamics and generate unique experiences.

Jan 2023 - Jan 2024

UI/UX
Cornerstone International
Usability heuristics, user research and graphic design.