Izabela M. Tolentino

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Technical Skills

Software: Unity, Unreal Engine, Microsoft Excel, Blender, Adobe Photoshop, Autodesk Maya

Languages: C++, C#, C, Python, MATLAB, HTML, CSS, JavaScript

Tools: Git, Visual Studio, Trello

Experience

San Diego Supercomputer Center   *June 2020 - September 2020*
Software Development Intern
- Worked with team of 6 remotely to develop an educational 3D Shooter in Unity using Scrum/Agile methodology
- Designed game mechanics such as core game loop, player/enemy stats, combat, level progression, etc. based off of team's ideas and collective vision for game scope
- Communicated with team and provided constant feedback on various features through Slack and daily scrums
- Main combat programmer and scripted other gameplay mechanics (shooting, enemy/boss battle behavior, enemy wave manager, animations, etc.) in C# utilizing object-oriented principles
- Live demoed each major iteration of game during biweekly check-ins to mentor and other teams in internship to showcase new gameplay features and seek external feedback
- Worked as artist on concept art, 2D assets, character modeling/animation in Blender, and lighting in levels

San Diego County Regional Airport Authority   *June 2018 - August 2018*
Information & Technology Services Intern II
- Managed and analyzed 400 data points on Excel sheet collected from in-person surveys in collaboration between interns from other departments for a research project on rideshare users at the airport
- Provided support and troubleshooting for PC, communicated with clients, closed tickets
- Assisted in Windows 10 Rollout Project: transferred data, reformatted hard drives, installed Windows 10 and additional software to suit specific needs of user, helped set up physical workstations when needed
- Gained basic knowledge in cyber security, networking, server management, and project management

Relevant Personal Projects

Project Stealth (Unity Desktop Application)   *December 2020 - Present*
Game Designer, Gameplay Programmer, Writer
- Designed core game features with a focus on partner stealth, story, and discovery
- Researched and critically analyzed a variety of stealth games and their playerbases
- Prototyped stealth mechanics in Unity using skills in vector math / linear algebra in a 3D space
- Wrote and revised game's story and narrative elements

packets (Unity Desktop Application)   *August 2020 - August 2020*
Game Designer, Gameplay Programmer, Artist
- Designed all core game features with a focus on fluid movement and simplicity to tell a story without words
- Redesigned and developed game based off of early player feedback from initial prototype
- Wrote C# scripts for mechanics in Unity (smooth movement, enemies behavior, objectives, user text input, etc.)
- Created necessary assets and VFX used in project

tear (Unity Desktop Application)   *February 2020 - hiatus*
Game Designer, Gameplay Programmer, Artist
- Designed a puzzle platformer with mechanics to help convey game's narrative
- Wrote C# scripts for mechanics in Unity (ability system, object interaction, platform behavior, etc.) utilizing object-oriented principles
- Created concept art and illustrations based off of overall vision and mood boards
- Modeled, rigged and animated player character model in Autodesk Maya

Educational Background

University of California San Diego (UCSD)   *Graduated June 2020*
B.S. in Mathematics-Computer Science