

# 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

- Collaborated with team of 6 on game design such as core game loop, player/enemy stats, combat, level progression, etc. and developed a 3D shooter in Unity
- Worked with team remotely to develop a 3D Shooter in Unity using Scrum/Agile methodology
- Main combat programmer and implemented other gameplay mechanics (shooting, enemy/boss battle behavior, enemy wave manager, animations, etc.) in C# utilizing object-oriented principles
- Main artist, designed concept art for characters, enemies, environment, props and created 2D art assets for in-game and key art for publishing
- Modeled, textured, rigged, and animated player character models in Blender
- Designed lighting for each game level using knowledge in color theory and cinematography

### **San Diego County Regional Airport Authority**

*June 2018 - August 2018*

Information & Technology Services Intern II

- Managed and analyzed 400 data points collected from in-person surveys in collaboration between interns from other departments for a research project on rideshare users at the airport
- Gained basic knowledge in cyber security, networking, server management, and project management
- 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
- Provided support and troubleshooting for PC, communicated with clients, closed tickets

## Relevant Personal Projects

### **packets (Unity Desktop Application)**

*August 2020 - August 2020*

Game Designer, Gameplay Programmer, Artist

- Designed all core game features and organized all relevant information into a game design document
- Fully implemented game in Unity (smooth movement, enemies behavior, objectives, user text input, etc.)
- Created necessary assets and VFX used in project
- Redesigned and developed game based off of early user feedback from initial prototype

### **duckball (Unity Desktop Application)**

*March 2020 - June 2020*

Game Designer, Gameplay Programmer, Artist

- Designed all core game features and organized all relevant information into a game design document
- Fully implemented game in Unity (movement, object absorption, dynamic player scale, score, timer, etc.)
- Created all necessary 2D and 3D assets used in project
- Received honorable mention out of 395 total submissions for game jam

### **tear (Unity Desktop Application)**

*February 2020 - hiatus*

Game Designer, Gameplay Programmer, Concept Artist, 3D Artist

- Designed game architecture and implemented using C# in Unity utilizing object-oriented principles
- Designed all core game features strongly based on game's narrative
- 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