

# Mariana Serrato

## Game Developer

Las Vegas, NV - Email me on Indeed: [indeed.com/r/Mariana-Serrato/8918180fc3fb25e5](https://www.indeed.com/r/Mariana-Serrato/8918180fc3fb25e5)

### Specialties

#### Languages /APIs:

C++

C#

XAML

WPF

HTML

DirectX 9

D3D9

HLSL

Moderate

FMOD

LUA

XNA 4.0

Unity3D

#### Software Skills:

Advanced

Visual Studio 2008/10

Project 2007/10

Visio 2007/10

Office 2007/10

Tortoise SVN

Unreal Development Kit

#### Moderate:

Adobe Photoshop CS5

Adobe Flash

3DS Max 2010

Audacity

#### Additional Skills:

Bilingual English/Spanish

3D Math

Data Structures

Real time graphics

GUI design & development

Object Orientated Programming

Excellent attention to detail

Strong organizational skills

Team environment experience

Excellent Documentation skills

Willing to relocate: Anywhere

Authorized to work in the US for any employer

## WORK EXPERIENCE

### **Game Developer**

Ainsworth Game Technology - Las Vegas, NV - November 2013 to May 2017

- Developing games for multiple jurisdictions using proprietary language and tools(C++).
- Providing detailed reviews of peer's work to maintain the highest standards.
- Work closely with math designers and artists to build each game according to their specifications.
- Effectively communicate with all team member's to guarantee all projects meet given deadlines.
- Spanish translations and documentation for the Latin American markets.
- Maintaining Spanish translation documents throughout the lifecycle of each game.

### **Game Programmer**

GameVizions - Tempe, AZ - July 2012 to October 2012

- Designed and created a GUI system using C# and Unity3D.
- Created and planned various classes to manage game options.

### **Conference Associate**

Game Developers' Conference - San Francisco, CA - March 2011 to March 2012

- Assisted conference attendees throughout the week-long Game Developers Conference.
- Checked conference attendee badges at sessions to ensure entrants held the proper pass.

## EDUCATION

### **Bachelor of Science in Game and Simulation Programming**

DeVry University - Phoenix, AZ

2008 to 2012

## SKILLS

C++, C#, DirectX 9, D3D9, HLSL, Visual Studio, MS Office,MS Word,MS Excel, MS Project, Visio, Tortoise SVN, UDK,FMOD, Lua, XNA 4.0,Unity3d,Photoshop, Flash, 3DS Max, Audacity, Object-Orientated Programming, Documentation Skills,Strong organizational skills, Excellent attention detail, Team environment experience,Willing to learn (5 years), Project Management (7 years), Troubleshooting (7 years), Teamwork (7 years), Organizational Skills (7 years)

## LINKS

<http://www.linkedin.com/in/mnserrato/>

<http://www.mnserrato.com>