Juan Carlos Rangel Barco
Game dev/designer

I am Juan Carlos Rangel Barco, a fast learner and a naturally curious person. I moved from Colombia to America seeking formation in computer science, games, and animation. I enjoy 3D modeling and texturing, computer graphics, and game development. I aim to work in a team of diligent people, where I can be a dependable and multipotential asset. Please refer to my website to see my journey.

EDUCATION

BRIGHAM YOUNG UNIVERSITY: COMPUTER SCIENCE (2020-2025)

Completed the Computer Science: Animation and Games Emphasis Bachelor Degree track at Brigham Young University with a **GPA of 3.88**.

ENSIGN COLLEGE: SOCIAL MEDIA MARKETING   (2018-2020)

Completed the Social Media Marketing Associate Degree track at Ensign College with honors.

EXPERIENCE

AI DESIGN LEAD: BYU   (2024-2025)

Designed, implemented, and polished NPC's AI behavior, writing custom tasks, decorators, and behavior trees. Coordinated a team of 5 people to deliver consistent results.

GAMEPLAY PROGRAMMER/DESIGNER: BYU   (2024-2025)

Prototyped and implemented gameplay mechanics for Skyguard using C++ and UE5's Blueprints. Worked on a team of 25+ people using P4 to coordinate work locally and remotely.

MEDIA SPECIALIST: BYU   (2020-2025)

Assisted with video and audio production, including lighting, sound, and camera.

INSTRUCTIONAL DESIGN ASSISTANT: Ensign College (2018-2020)

Designed and wrote course flow and material for IT courses taught at Ensign College.

INTERESTS

GAMEDEV   3D ART   GAMING   HARDWARE   DESIGN

SKILLS

Professional

- Unreal Engine 5
- P4 (Helix Core)
- Autodesk Maya
- Adobe Substance Painter
- Houdini FX
- Systems Programming

Programming Languages

- C++
- C
- Python
- HTML & Javascript

Soft

- Native Spanish
- Communication
- Creativity
- Problem-solving
- Adaptability

https://juanrangel.com

juanrangelbarco@gmail.com

(385) 483-8234

Provo, Utah