



Paul Pinto



paulpinto.gamedesign@gmail.com



Vancouver, BC, Canada



<http://paulvpinto.github.io/portfolio/>

ABOUT ME

I am an aspiring **game designer** with experience in video games and tabletop games. I love exploring new possibilities and enjoying all types of experiences. I hope to learn and grow as well as utilize my talents in developing

KEY SKILLS

- Game Development
- Game Balancing
- Game Prototyping
- Tabletop Design
- Playtesting and Q&A
- Graphic Design

TECHNICAL SKILLS

2D Art Packages

Adobe Illustrator,
Adobe Indesign, Krita

3D Art Packages

Blender

Scripting Language

Blueprints, C#, HTML,
CSS, React

Game Engines

Unreal Engine 4
Unity

GAME PROJECTS

Inner Tune - Game Demo

Roles: Solo Developer

3D Rhythm Action game where the player fight their inner emotion boss versions of themselves in a dreamlike musical world built in Unreal Engine 4.

Guiding Souls - Global Game Jam 2021

Roles: Game Designer, Programmer

2D Top Down Puzzle game where the protagonist is a janitor of the Underworld who must find and deliver the lost souls scattered across the dungeon built in Unity.

Lumera - Advance Game Course Project

Roles: Game Designer, Programmer

3D Action RPG game where the player must save Lumera the world tree by defeating corrupt bosses residing in different worlds built in Unreal Engine 4.

EDUCATION

Simon Fraser University

Sept 2013 – June 2019

Interactive Arts and Technology Major: Bachelor of Science

- Concentration of Interactive Systems
- Concentration of Design

WORK EXPERIENCE

The Hudson Bay, Oakridge - Fulfilment Associate

Mar 2019 - Jan 2020

Jcrew Factory, McArthur Glen Outlet - Sales Associate

Sept 2016 - Feb 2019

Old Orchard Medical Clinic - Healthcare Record Digitizer

Sept 2014 – Feb 2016

Forever 21, Metropolis - Sales Associate

Aug 2013 - Sept 2014

McDonalds, Marine Drive - Cashier

Sept 2011 - Mar 2013