



# Paul Pinto



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

## ABOUT ME

I am an aspiring game designer with experience in digital games and tabletop games. With a skillset in coding, art, and design, I am able to work well within a team, curate thoughtful feedback, and develop games from a diverse perspective.

## 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#, C++, HTML,  
CSS, React, Java

### Game Engines

Unreal Engine 4  
Unity

## GAME PROJECTS

### Guiding Souls - Global Game Jam 2021

**Roles:** Game Designer, Programmer

My responsibilities included

- Scripting the game in Unity
- Designing all the game levels

### Inner Tune - Game Demo 2020

**Roles:** Solo Developer

My responsibilities included

- Blueprint scripting the game in UE4
- Designing a three phase boss fight
- Designing a rhythmic battle system
- Producing the BGM

### Lumera - Advance Game Course Project

**Roles:** Game Designer, Programmer

My responsibilities included

- Blueprint scripting the game in UE4
- 3D modeling three of the bosses
- Designing three of the boss fights

## 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

### Douglas College, New West / Coquitlam

**Youth Program Leader** : June 2021 - Sept 2021

My responsibilities included teaching youth age 6 - 14, subjects such as coding, digital arts, and video game design.

### The Hudson Bay, Oakridge

**Fulfilment Associate** : Mar 2019 - Jan 2020

My responsibilities included completing online orders to be collected, packaged, and shipped.

### Jcrew Factory, McArthur Glen Outlet

**Sales Associate** : Sept 2016 - Feb 2019

My responsibilities included sales, cashier, and stock.