



Paul Pinto



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Vancouver, BC, Canada



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 various game projects.

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, HTML,
CSS, React

Game Engines

Unreal Engine 4

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.

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.

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 Associates

Aug 2013 - Sept 2014

McDonalds, Marine Drive - Cashier

Sept 2011 - Mar 2013