



# 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. My favourite game genres include strategy, puzzle, and RPG. I love creating various games and playtesting them with friends and family as well as playtesting games other designer's create.

## KEY SKILLS

- Game Developement
- 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

### Inner Tune - Game Demo

**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

### Guiding Souls - Global Game Jam 2021

**Roles:** Game Designer, Programmer

My responsibilities included

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

### 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

### 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