Paul Pinto

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www 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 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

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.