

# Chris Cantu

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## Web Developer

[www.onechriscantu.com](http://www.onechriscantu.com)

## SKILLS

Javascript (ES6)	HTML/CSS	React/Redux	React-Router	Bootstrap
NodeJS/ Express	MongoDB	Flexbox	JQuery	Git/Github
Webpack	Gulp	Sass	D3/SVG	Python
Mocha/Chai/Jest	3D Studio Max	Adobe AfterEffects	Adobe Photoshop	C#

## EXPERIENCE

### Dali Blue Games, Austin, TX — *Game Programmer/Artist*

DEC 2011 - PRESENT

- Designed, developed and released Chess Runner for Android and iOS (10,000 downloads)
- Developed and released Endless Football for Android (< 1,000 downloads)
- Utilized Unityscript(Javascript) and C# in game development
- Modelled and rigged 3D models in 3D Studio Max

### Freeway Ins., Austin, TX — *Sr. Underwriter*

OCT 2012 - JUNE 2017

- Trained and mentored new underwriters
- Provided technical and retail support to agents in field
- Developed new guidelines and workflows for underwriting department

### Escape Hatch Entertainment, LLC, Austin, TX — *Game Artist*

JULY 2010 - DEC 2011

- Created in-game environments and assets under deadline
- Conceptualized, modeled and textured character models
- Tested player experience

### CBS 42 NEWS, Austin, TX — *Video Editor*

SEPT 2004 - JAN 2009

- Collaborated with producers and reporters in a fast-paced environment to create content for evening news
- Mentored and trained new editors

## EDUCATION

### University of Texas - Austin, TX

SEPT 2000 - MAY 2004

Radio-Television-Film (Major)

Concentration in Computer Science (Unofficial Minor)

### Austin Community College - Austin, TX

JAN 2009 - DEC 2010

Game Development (Associates)