Donald J. Arruda II

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Portfolio: donaldarruda.com

Profile

- Passionate level designer seeking a new and enthusiastic workspace to collaborate, create, and share ideas with everyone. From my share of experience in 3D modeling, artwork, programming, and sound design, I have been able to implement my creative process towards level design in a way that best represents my work.

Skills & Abilities

- **Software**: Autodesk 3DS Max, Unity, Unreal Engine, Adobe Photoshop, Adobe Illustrator, Visual Studio, Blender, Autodesk Maya, Substance Painter, Marvelous Designer

Experience

- **Broken Chair Studios**, Fairfax, VA (2019 – present)

  Environmental Artist/Level Designer, DestructoBall

  Tasked to create all environmental art assets and level design for DestructoBall. Tasks included the following:

  - 3D modeling, texture/UV, rigging, and animation (if needed) for audience members, bleachers, and tile platforms.
  - Shader graphs and visuals within Unity to enhance the futuristic art style we were trying to achieve
  - Lighting settings for the levels
  - Assisted with QA testing for bugs and/or glitches

- **Cryptno Chaos Studios**, Fairfax, VA (2020 – present)

  Level Designer, Bombs from Beyond!

  Helped implement all art assets supplied from the art team into the level scenes using various level sketches as reference. Tasks included the following:

  - Used Unity's built-in tile palette for art asset implementation
  - Helped conceptualize and design level layouts to optimize gameplay performance/balance

- **Time Studios**, Fairfax, VA (2019-2019)

  Level Designer/UI programmer, Time Bending

  Worked on level design and UI implementation for Time Bending. Tasks included the following:

  - Created cinematic track for beginning of game
  - Implemented 3D assets around map to enhance visuals and engaging gameplay
  - Programmed start menu, player UI, and game over screen

Education

- Bachelors of Fine Arts, Computer Game Design, Fairfax VA – 2020
- Associates of Science, Computer Science, Hampton VA - 2017