

## Education

University of California, Santa Cruz

- B.A. | Art and Design: Games and Playable Media with minor in Film
- B.A. | History of Art and Visual Culture

## Experience

Indie Game Designer - *The Last Turn* (November 2023 – December 2023)

- Submitted for 20 Second Game Jam 2023 using the GB Studio Engine
- Implementing cyclical narrative for multi-ending storylines in response to game jam restriction of self-contained playthroughs
- Creating pixel artworks and music compositions compatible with Gameboy hardware

Lead Game Designer - *Move Slow VR* (January 2022 – November 2022)

- Transforming interactive Xbox Kinect artwork prototype into VR game with Mobile port
- Ensuring focus on player accessibility with dynamic real-time environmental interactions
- Supervising game lab playtesting with the Oculus Quest 2, organizing feedback reports
- Managing team dynamics, assisting lead programmer with Unity debugging

Sensitivity Reader - *Al Cielo VR* (January 2021 – July 2021)

- Winner of the 2021 UCSC Game Showcase Impact Award
- Providing cultural context and considerations for narrative outlines and scripted events
- Analyzing playtest footage and performance of the HTC Vive and Oculus
- Critiquing architectural layout of game environment

Animator and Rigger - *Buddytale* (February 2020 – March 2020)

- Featured at Play21 Creative Gaming Festival
- Animating 3D virtual pet based on ceramic figurines with emphasis on expressive body language
- Relaying progress reports, fulfilling commission in timely manner

Animator - *Hidden Harmony* (April 2019 – August 2021)

- Winner of the 2019 UCSC Game Showcase Audio Award
- Animating 3D characters according to their associated environmental themes
- Researching and implementing additional dances for characters
- Providing design feedback, QA playtester

Volunteer - *Pasadena Rose Parade* (December 2017 - December 2018)

- Prize winning floats - *How to Train Your Dragon: The Hidden World*, *Far Out Frequencies*, *Rising Above*, *Books Bring Dreams to Life*
- Assisting head florist with flower arrangements, climbing upper level scaffoldings and catwalks
- Quality assurance preparations for final judging demonstration

## Skills

Game Development | Concept artist, 3D Modeling, Animation, Rigging, System designer

Game Software/Engine | Blender, Maya, 3DS Max, Unity, Twine, physical prototypes

Programming | Familiarity with C#, Python, and .html/.css/.js

Traditional Arts | Color guard, Painting, Sketching, Familiarity with digital photography

Languages | Native fluency in English, Familiarity with Spanish