David Rios
Environment Artist / Game Programmer

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Objective

My objective is to get a position in a game studio as an intern or part time worker in order to help better myself and the company!

Education

Art Institute of Philadelphia : BS in Game Art & Design   **GPA:** 3.48   **2018**

Skills

- 3ds max, Photoshop, After Effects, Microsoft office, Windows, Mac, C#(3 years), Twine, Unity

Project Experience

Team production game : " Way of Cinnamon" (4 man project)   **2017-2018**
Roles: Team leader, Level designer, Scripter/Programmer, Gameplay designer
Responsibilities: Delegate tasks, Organized Assignments, Mediated all Disagreements, Represented group for presentations
Technical Responsibilities: Programmed puzzles, Checkpoint system, Jumping, and Interactions. Modeled platforms and props for in game use. Developed Story/Narrative. Looked for bugs and applied bug fixes.

Individual game project : "Fortuna's Cache"   **2017**
Info: In this game I learned a lot about the many aspects of game design such as modeling game props, creating textures, level design, creating scripts, and more.

Work Experience

Art Institute of Philadelphia: Library Assistant (3 years)
- Worked alongside Librarian with daily library tasks.
- Administer testing sessions.
- Helped any student who required assistance.