DANIEL PORRAS

VIDEO GAME DEVELOPER & GRAPHIC DESIGNER

CV

NAME: Daniel Mauricio Porras Bulla
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ABOUT ME: I´ve been working on video games development since 2011. I'm efficient, creative and fast. I enjoy learning, working and creating worlds.

EDUCATION:

-Technologist in Graphic design, animation, media development and web sites (LaSalle College International - LCI Bogotá Colombia) and Certificate in Computer Graphics, animation and web design (LaSalle College Montreal Canadá) 2015

-Certificate of Completion in Rigging and character Creation (27 hours - Level 1), Certificate of Completion in Character hair, fur and cloth (27hours - Level 2), Certificate of Achievement in Character Animation (54 hours - Level 3) - 2014 Plus: In October I´ll be taking the exam to have Autodesk professional certificate in Maya 2015.

-Certified of Achievement in Concepts in Game Development (Swinburne University of technology) - 2014.

-Certified of Achievement in Third person videgame design with Unity3D (Sena) - 2014.

-Global JumpCamp Certificate 2015: Videogame programming in Unity3D with c#, Videogame graphic design, narrative and serious games, Egames (Universidad de los Andes, MinTic, Colciencias, Vive Digital) -2015.

-Musician, singer and composer (Self-made). 2009.

-Estructuración de Flujos de Trabajo (WorkFlows & Pipelines) Naska Digital 2015

EXPERIENCE:

-Tutor in Actionscript 3.0, html, html5, css, js and php, animation and 3D for 1 year in LaSalle College International (LCI) (January 2013 to December 2013).

-Web developer and media programming at Criteria (LCI partner Agency) (September 2013 to March 2014).

-Freelance videogame developer in Visual Gloow Agency (I developed an advergame with Html5 for Claro and Avio Mobile).(November 2014 to December 2014).

-Videogame developer with Unity 3D in Bopin Games (August 2014 to August 2015):

I worked in two games for Android and IOS, one is a 2.5D platformer and the other a 3D "maze runner"

C# and Unityscript programming, self mobile shaders programming, use of third party tools.
2D Sprite Animation (Frame by Frame and interpolation using Spine tecnology).
3D Modeling, rigging, texturing and Animation (Autodesk Maya & Mudbox).
Graphic design (UI and help other team members creating assets with Photoshop).
Level design and composition using Ilustration references from team members.
Lighting director, materials and ambience with Unity3D (lights, shaders, particles and effects).
Creation of descriptive guides for all the team members about assets creation.
Music composition, FX and voices.

Softwares: Unity3D, Maya 3D, Photoshop, Spine, Audacity, Synthfont, sf2, vst, midi.
Programming languages: C# y UnityScript.
Abilities: Programming, graphic design, photography, music composition, interpretation and voices, 2d and 3d animation.

-I´m trying to create myself indepent videogame developer company called 4Pillows Interactive (before MetroxEvolution Studios - 2011), by now it´s a start up. I basically do all the work, right now I have 2 important projects Brotherhood of Shadows and Anthem of Roses (under-development), but I have more ideas and prototypes stored here, I´ve been working at 4pillows Interactive for 6 years.

INTERESTS:

Videogames, anime, play music (piano, flaute, but I really love guitar), programming, drawing, painting, watch movies, write, comics and manga, concept art, innovate techonologies, new science theories, psicology, antropology, philosophy, history, documentals, Horror-Thriller-dramatic stories. I like Nintendo, Telltale games, Capcom, Ubisoft, Rockstar Games, Quantic Dream, Kojima productions and Unity Technologies.

REFEREES:

-Employer referee: Felipe Botero - Bopin Games - E-mail: felipebotero79@hotmail.com +57 3108222621
-Personal referee: Ana Paez - Graphic Designer - E-mail: anapaezq@gmail.com