**Juan Pablo Benítez Machado**

**Education**

Lasalle College Vancouver. **June 2015 – December 2017**

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| Game Art and Design Diploma Program.  **Experience**  First person Runner Solo project   * Designed levels around the feeling speed to create a thrilling reflex based experience. * Optimized my assets to speed up the level design process. * Added shield pickups and placed them in precarious spots to encourage high risk/ high reward behavior from players. * Linked the soundtrack to the sprint mechanic to encourage the player to accelerate. * Added a double jump as a safety net to allow to play in a riskier manner.   VR Team project: Generalist   * Designed a realistic VR detective’s Office that became the main menu environment for the project. * Prototyped and iterated on VR puzzles some of which were part of the final product. * Worked alongside artist and their limitations in order to minimize the number of assets needed for said puzzles. * Worked alongside designers brainstorming puzzles Ideas that lead to final level design choices. * Helped design and prototype other puzzles that were later included in the game. |  |

**Skills**

* Engines
  + 1 year in Unreal Engine.
  + 3 months in Game Maker.
  + 3 months in with Unity.
* Scripting
  + 1 year in C#.
  + 1 year in GML.
* Other Software
  + 2 year in Photoshop CS6.
  + 6 months in Maya.

**Volunteer Work 2011-2012/2014-2015**

Operation Smile, Children's Charity

* Participated in fundraisers on the street.
* Spread awareness by distributing pamphlets.