**Juan Pablo Benítez Machado**

**Education**

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

|  |  |
| --- | --- |
| 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.