

Juan J Vilella

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Game Designer/Artist seeking entry-level game design/artist position.

Summary of Qualifications:

- Dedicated game designer/artist developer worked on multiple mobile games
- Co-Founded independent game company Titanomachy Studios in Tempe, Arizona
- Lead Artist, Management for Titanomachy Studios
- Understanding of game design fundamentals, practices, and implementations
- 2D Digital Artist
- 3D Modeler

Skill

Software:

Unity
Adobe Photoshop
Microsoft Office
Unreal Engine 4
3Ds Max/Maya

Design/Art

Design Documentation
2D Concept
3D Modeler Asset
Asset Creator

Professional

Management
Development
Communicator

Education

University of Advancing Technology Tempe, AZ August 2011 - May 2015
Degree: 2 B.A. in Game Design and Game Art and Animation

Release Titles

- | | | |
|--|-----------------------|------|
| <u>PiGame</u> | Position: Artist | 2014 |
| - Created all the art assets for the game (environment, icons, etc) in Photoshop | | |
| <u>Wizard:1984</u> | Position: 3D Artist | 2014 |
| - Created all the 3D model assets in Maya and optimize for Mobile Phones. | | |
| <u>Droidocalypse</u> | Position: Lead Artist | 2016 |
| - Concepted and created all the assets and animated in Photoshop | | |

Guardian of the Forest Position: Art Lead 2016-2017

- Manage the art assets going into the game.

Pocket Assault Position: Art Lead 2016-2017

- Manage the art assets going into the game

Work Experience:

Little Red Goblin LLC Position: QA/Sound Research 2011

- Quality Assurance for their digital game, Dessert Factory, was also task to find royalty free sound for the game.

Terrasect Mobile Position: Junior 2D/3D Artist 2014

- Created art assets for both PiGame and Wizard 1984 games while interning with them.

Titanomachy Studios Position: Co-Founder/ Executive Officer/Artist 2015-17

- Project manager and art lead for Droidocalypse, Guardian of the Forest, Pocket Assault, Stacker, Retro Grand Prix