
Edwin_Perez

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Education

BACHELOR OF ARTS, VISUAL & GAME PROGRAMMING
MARCH 2018
THE ART INSTITUTE OF WASHINGTON, ARLINGTON, VA

Skills, Software, Awards & Interests

PROGRAMMING/LANGUAGES

- C++, MySQL, PHP, C#, HTML, CSS, Javascript, Media Queries

SOFTWARE

- Microsoft Visual Studios, Photoshop CC, Illustrator CC, InDesign CC, Animate CC, Autodesk 3Ds Max, After Effects CC, Premiere Pro CC, Notepad++ Microsoft Office Work, PowerPoint, Excel
Game Engine: Unity, UE4

AWARDS/HONOR/CLUBS

- Art Grant Honor Roll- Summer 2016, Fall 2016, Winter 2017, Spring 2017, Summer 2017, Fall 2017
- Work exhibited by school
- Game Development Club January 2017-Present
Programmer of the game club. Help develop and program games.

Experience

GAME DIRECTOR/ PROGRAMMER | ART INSTITUTE OF WASHINGTON | AUGUST 2017- OCTOBER 2017

- Design and program a 3D game. Worked with a group of 5 people. Schedule and managed deadlines to meet requirements. Direct team members in 3D character models, 3D model assets, direct rigging, direct 3D character animations.

GAME PROGRAMMER (INTERN)| BLUE ORB WORLD | MAY 2017 – NOVEMBER 2017

- Create games that are educational (science and math) and fun for kids in elementary school. Worked with a group of seven students. Programmed and designed the gameplay and functionality of “Find a Pair Card” game.

LINE COOK | JOE’S SEAFOOD, STEAK, AND CRAB | MAY 2016 - PRESENT

- Setting up and stocking stations, prepping food, keeping area clean and sanitized, producing high quality food, following chef’s instructions, maintaining a positive and professional environment.

LINE COOK | MISSION | JULY 2015 – FEBRUARY 2018

- Set up and stocked stations, prepped food, kept area clean and sanitized, produced high quality food, followed chef’s instructions, maintained a positive and professional environment.