Jorge Puertovannetti

Game Designer

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Game Development Skills

- GDD Writing
- Gameplay Design
- Level Design
- Quick Engine Prototyping
- Design Briefs Creation
- Marketing & Pitch Experience
- Technical Art Pipeline Experience
- Software Development Experience

Game Engines

- Unreal Engine 5
- Unreal Engine 4 / C++
- Unity / C#
- GameMaker
- Construct

Core Skills

- Bilingual fluency English / Spanish
- Excellent Verbal and Written skills
- Teamwork and Management
- Public Speaking
- Mentoring

Tools

- Word
- PowerPoint
- Excel
- GitHub
- Perforce
- Selenium
- Vicon Blade (Motion Capture)
- MotionBuilder
- Maya
- 3dsMax
- Monday platform
- ZBrush
- Substance Painter
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe After-Effects

Professional Experience

Langara College

(January 2024 – Present) - *Vancouver, Canada* - **Instructor**
Hired as part of the Web and Mobile Design Development department.

1) Currently teaching Game Design Foundations

East Side Games

(September 2022 – September 2023) - *Vancouver, Canada* - **Associate Digital Artist**
Initially hired as a **Co-Op Digital Artist**, promoted to main digital artist as part of the growth team to create advertisements, assist with the production and management of the different IPs of the company.

1) Creation and updating advertisements, videos and promotional content for IPs such as *RuPaul's Drag Race*, *The Office*, *All-Elite Wrestling*, *Star Trek* among others including asset management
2) Creative writing for scripts and ads for different IPs, along with gameplay recording and screenshots
3) LiveOps and Mobile game design training using spreadsheets

Kuma Games Inc.

(November 2021 - August 2022) - *Vancouver, Canada* - **Game Designer**
Hired as part of the design team to create content and documentation for games and eventually promoted to **project manager** of the main design team.

CHIBI CLASH

1) Contributed in designing combat mechanics and economy systems by providing detailed documentation
2) Designed characters and items for gameplay with narrative impact
3) Provided valuable deconstruct documentation for research purposes
4) Responsible for QA, bug writing and maintaining test plans and test cases by providing detailed step-by-step documentation
5) Designed minigames and UI prototypes using Unity including overseeing production and project management of the team

Visual College of Art and Design

(January 2021 - November 2021) - *Vancouver, Canada* - **Game Development Instructor**
Initially hired as a **Subject Matter Expert (October 2020)** in Game Design and UI/UX design, then promoted to be part of the instructor team of the Game Design and Development program.

1) Designed curriculum of both game design and UI/UX design-oriented material for the program, including but not limited to documents, presentation slides and design challenges.
2) Taught different courses regarding game development pipeline, including Unreal Engine foundations, prototyping and user interface design.

Dracma Studios

(August 2020 - October 2020) - *Remote* - **Game Designer**
Initially hired as the **Marketing Rep (June 2020)** of the company, then promoted to be the **lead Game Designer** to create and supervise content for the game.

CANDLE KNIGHT - Epic MegaGrant Recipient 2021

Part of the design team, overseen levels and puzzles creation.

1) Created level design documentation for the first level of the game, visually describing core gameplay elements, objectives, and enemy behavior.
2) Designed three different puzzles for the core gameplay feature called *'paintings'* including player progression through them and creation of design briefs.
3) Design and mechanic testing in-game using Unreal Engine.
4) Created and designed gameplay elements for the first boss room, including combat and enemy behaviour design.

Education

Kwantlen Polytechnic University - Entertainment Arts (2021 – 2023)
Diploma in ***Advanced Game Development (with Distinction)***

Vancouver Film School (2019)
Workshop Certificate in ***Writing for Games***

Universidad Anáhuac Mayab (2014 – 2018)
Bachelor Degree in ***Digital Animation***