Jean M. Cañellas

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OBJECTIVE

I am a Junior Interactive Media student at USC seeking a Game Design internship during 2013

WORK EXPERIENCE

Undergraduate Research Assistant(Unity Programmer) - USC Behavioral Health Center. January 2013 – May 2013

Los Angeles, California

Made prototypes in Unity. Worked with a small team composed of USC faculty. The game is an educational gardening and cooking game directed at helping young children tackle obesity.

Summer Associate - Party City of Puerto Rico. June, 2011 - August, 2011.

San Juan, Puerto Rico

Developed numerous images using Photoshop for the Company's 2011 Halloween advertising campaign

GAME PROJECTS

Design Lead for USC Advanced Game Project "Homeward" August 2012 – April 2013

Designed, grey-boxed, and integrated art in the games main levels with Unity. Worked at arms length with 7-8 people making sure communication was passed correctly about testing,design, art, programming changes.

Level Designer and Usability Testing Lead for "Pid Rescue" (I-Pad) May 2012 – Ongoing

Ipad puzzle game about leading creatures to their safety with the use of an interesting game mechanic. I was given the resources by our programmer to come up with compelling level obstacles as well as created over 100 levels and tested them for bugs, pacing, and difficulty.

Lead for 2D Game Project "Out of Element". February 2011 - February 2012

Performed producer and programmer duties. Lead a project with 4 other USC students, not for class. I designed and programmed most game levels using Game Maker. Tested and tuned gameplay and interactions meticulously to achieve desired level of polish.

Programmer and Level Designer for "Hubris" September 2012- December 2012

A fast paced first person platformer game I programmed and designed using Unity. The core of the gameplay involves being chased by your "Ego" which grows in strength the more achievements you obtain in the game.

EDUCATION

Undergraduate at University of Southern California, Los Angeles, CA

Bachelor of Arts in Interactive Media 2010 - May 2014

3.65 Major GPA

Saint John's High School, San Juan, Puerto Rico
Graduated June 2010.

ADDITIONAL INFORMATION

Languages
-Fluent in English and Spanish.
Operating Systems and Applications
-Proficient in Word, Excel, PowerPoint, Keynote, Adobe Photoshop, Maya, Illustrator, SVN.
-Proficient with game development programs Unreal Development Kit, Unity, and Game Maker.
-Modding experience with Warcraft 3 editor, Spring RTS, and Knytt Stories.
-Programmed and designed 4 games in game jams.
Computer Languages
-C++ and Java knowledge, took an introductory C++ class at USC. Programmed in C# and Java using Unity.