

RESUME

OF

GEO







## WHAT I DO

As a game designer, my colleagues describe me as an all-around designer, where my strengths are versatile enough to adapt to the various sectors of game design. Flattering as that may be, I still get chills when I start to build a level using game engines, and tend to get lost in the world I am creating. Currently I work a normal job, and in my free time I'm back to designing new levels, reading video game articles, and learning about new game development software.




## WHO AM I

Born and raised in Maui, Hawaii I have always had a fascination towards video games. Growing up I couldn't really tell you how many people looked down on my recreational interests, but I didn't let them get to me. As I matured my passion had transformed into an even stronger drive; to actually create games rather than just playing them.

## WHY PICK ME

I am a highly motivated, professional individual with experience working in multi-cultural, Agile, and fast paced environments. Based on the groups I've worked with I strongly believe I am able to collaborate well with a team of diverse disciplines. Just thinking "outside the box" does not cut it for me. I thrive on doing things unconventionally, and using imaginations to design solutions has become a habit. Playing outside the coconut is more of my style.

TO VIEW MY PORTFOLIO PLEASE VISIT:  
[islandjam.weebly.com](http://islandjam.weebly.com)





# EMPLOYMENT HISTORY



<b>Company:</b>	<i>ABGarcia Construction, Inc.</i>
<b>Date of Employment:</b>	<i>May 2014 - Present</i>
<b>Position Held:</b>	<i>Lead Graphic Designer</i>
<b>Overview:</b>	<i>Use creativity to produce new ideas and concepts, Create visually pleasing and organized arrangement of images and typography for tarpaulin ads, major company meetings, &amp; logo designs</i>
<b>Company:</b>	<i>A Maniacal Game</i>
<b>Date of Employment:</b>	<i>September 2013 - Present</i>
<b>Position Held:</b>	<i>Game Design and Artist</i>
<b>Overview:</b>	<i>Character and Boss design and concept. Design Enemy attack formations and patterns. Level Design. Create art assets and designs as required for game projects.</i>
<b>Company:</b>	<i>Macy's</i>
<b>Date of Employment:</b>	<i>November 2012 - May 2014</i>
<b>Position Held:</b>	<i>Sales Associate</i>
<b>Overview:</b>	<i>Greet all guests with a personalized offer to help with their shopping needs. Generate creative options with product knowledge and trends with guests on a daily basis. Fulfill online and phone purchase orders.</i>
<b>Company:</b>	<i>Retora Game Studios</i>
<b>Date of Employment:</b>	<i>December 2012 - February 2013</i>
<b>Position Held:</b>	<i>Level Designer</i>
<b>Overview:</b>	<i>Create 20 levels for Medallion game using game creation tools. Report all bugs and errors encountered through creation and play testing. Created using Corona SDK</i>
<b>Company:</b>	<i>XP Boost</i>
<b>Date of Employment:</b>	<i>May 2012 - August 2012</i>
<b>Position Held:</b>	<i>Game Designer Intern</i>
<b>Overview:</b>	<i>My role included pre-production, and back up artist. I created UI compatible and user friendly with mobile platforms, and aided with project direction. I designed Items, Monsters, Quests and aided project direction.</i>

**Project Title:** *Merchant*  
**Position Held:** *Game Designer, World Designer, Story Boarder*  
**Duties:**

*My role on the team of 15+ members had me collaborating with Artists, Programmers, and other Game Designers. My duties included generating content such as weapons, armors, spells, along with their crafting formulas and statistics. A light combat system was also roughed out by me. My main contribution was designing the fantasy world. Choosing what kind of monsters and what regions appeared in the world was a small milestone. Fortifying the inhabitant's origins, bringing life to the regions, and creating mythoi that gets the player excited was the bigger accomplishment.*

## TEAM EXPERIENCE





## Personal Information

Government Name: Gaylord Garcia  
Nickname: Geo  
Marital status: Single  
Date of Birth: 10/03/1991  
Birth Location: Hawaii, U.S.A  
Current Location: Metro Manila, Philippines  
Contact Number: 0922-863-5678  
Native Language: English



## Educational Summary

Institution: University of Advancing Technology  
Location: Tempe, Arizona  
Degree: Bachelor of Arts: Game Design  
Year Completed: 2012  
Relevant Courses:

Advanced Level Design ● ● Rapid Game Prototyping  
Casual Game Design ● ● Game Scripting  
Serious Game Design ● ● Writing for Interactive Games  
Applied Game Development ● ● Storyboarding

### Skills

User Interface	★ ★ ★ ★ ○
Story, Dialogue, Text	★ ★ ★ ○ ○
Content Design	★ ★ ★ ★ ★
Level Design	★ ★ ★ ★ ★
Mechanics	★ ★ ★ ★ ○
World Design	★ ★ ★ ★ ○

### Software

Unity	★ ★ ★ ○ ○
Unreal Development Kit	★ ★ ★ ★ ○
Photoshop	★ ★ ★ ★ ○
Corona SDK	★ ★ ★ ○ ○
Microsoft Office	★ ★ ★ ★ ○
GameSalad	★ ★ ★ ○ ○

### Other Interests:

Chocolate	Poetry	Sarcasm
Music	Horror Films	Choreography
Board Games	Urban Legends	World Domination







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