

Rafael Piñeiro

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SKILLS

<u>Programming:</u> C++	<u>Engine:</u> Unity	<u>Technical Skills:</u> Perforce Maya	<u>Bonus Skills:</u> Word Excel PowerPoint
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PROJECTS

Scraps

- Creative a unique level design and crated custom puzzles
- Created unique assets for the level

Color Wars

- Created unique assets for each monster
- Created the weapon mechanic

Where's Maintenance

- Created assets for the game

First-Person Shooter the Game

- Created the assets for the enemy robots
- Created the assets for the player weapon
- Made to custom levels for the game

The Berlin Wall

- Worked as a producer and organized the teams

Dungeon Delver

- Implemented sound into the game
- Create a custom level using the level editor in the game
- Created a pause menu in the game

EDUCATION

FULL SAIL UNIVERSITY

Game Design ()

ORLANDO, FL

MIAMI DADE COLLEGE

Game Development and Design (May 2019)

MIAMI, FL

SOUTHWEST MIAMI SENIOR HIGH SCHOOL

High School Diploma (Jun 2016)

MIAMI, FL