

Eduard Medina

Level Designer

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About Me

Growing up in the Silicon Valley I was surrounded by technology and software that allowed me to express myself through my digital art. Video games have played a huge part in my life and being able to mix that with my art has allowed me to express myself in a way that I've never been able to.

Education

Cogswell University of Silicon Valley

BA. Game Design Art

Graduate August 2020

Skills

Engines Unreal Unity Core

Software Maya Photoshop Illustrator SketchUp SubstancePainter Zbrush

Project Tools Perforce Trello Slack

Office Tools MicrosoftWord PowerPoint Excel

Experience

Cogswell College Game Studio2: January. 2020 - April. 2020 Design Lead

Lead Game Designer including exterior environmental art

- Level Implementation/Iteration
- Exterior environmental artist

Cogswell College Game Studio: January. 2019 - May. 2019 Design Lead:

Lead Game Designer in story, level, and mechanics

- Level Designer/White boxing
- Engine/level implementation

Cogswell College Game Design 2 January. 2020 - April. 2020

Production Lead

- Lead Game Designer/ Level Designer
- Level designer/white boxer
- Lead environment artist

California's Great America July 2018 - July 2021

Admissions Department Supervisor

- Manage and scheduled employee break times - created deadlines/ target times insured we met them in a timely manner
- Handle guest concerns and issues - Identified issues and created solutions that are both efficient and effective

- Complete multiple cash transactions while upselling to meet the needs of both the company and customer
- Handle guest concerns and issues - Identified issues and created solutions that are both efficient and effective