

Jorge Puertovannetti

Game Designer

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Game Development Skills

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

Game Engines

- Unreal Engine 5
- Unreal Sequencer
- 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
- ShotGrid
- ZBrush
- Substance Painter
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe After-Effects

Education

Unreal Authorized Partners - Epic Games (2024)

Certification as an **Unreal Authorized Instructor Partner**

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**

Professional Experience

THE THIRD FLOOR Inc.

(March 2024 – Present) - *Vancouver, Canada* - **Unreal Assembly Tech Artist**

Hired as part of the animation department.

- 1) Supporting and assisting shot content assets such as environments, props and animation using Unreal Engine 5 and Maya.

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.



Instructor Partner
2024