



CATHERINE GONZALES

GAME GENERALIST

PROFILE:

- Strong passion in both 2D and 3D platform environment.
- A focused and highly productive individual with more than 6 years of combined experience in both 2D and 3D environment.
- Skilled 3D Modeller and Level Designer, consistently creating high- and low-quality models with exact reconstruction of reference materials Marquette & Style Guides.
- Advanced knowledge of technical character procedures like UV Unwrap, texturing, rigging and animation.
- Superior eye for light and detailed creation of photo realistic texture level environments.
- Comprehensive knowledge of Autodesk products, Adobe, Unity3D and Unreal 4 including GUI, asset bundles, materials, shaders, and apps (mobile) deployment.
- Experience in cross-platform development.
- Experience with Agile/SCRUM methodology.
- Experience in all aspects of game development from writing to designing to programming.
- Great understanding of all types of programming languages that are usable in game development.
- Comprehensive knowledge of game testing cycle, software development, game element and testing bug tracking using an open source project tool such as GitHub.
- Used SVN and eventually GitHub Repositories for all projects safe keeping.
- Remarkable prioritization skills and ability to work independently and/or within a team.
- Takes ownership for tasks assigned, accountable for all work, and follows through.
- Self-motivated, innovative, adapts quickly to new solutions and works well under pressure, meeting all challenging and mission critical deadlines with less supervision.

BIO:

I'm a 2d and 3D Game Generalist with a passion for designing and developing interactive games and multimedia project that are fun, innovative, unique, and challenging that are loved by all audiences.

CAREER OBJECTIVES:

My professional goal is to aim to work with other passionate people to develop ground-breaking interactive and impressive media project.

CONTACT

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TECHNICAL PROFICIENCIES

SKILLS:

- **3D Modelling**
 - Character, level environment, props, and assets
 - Unwrapped and texture (Diffusion, Normal Maps and Specular) UVs Mesh
 - Paint weights, rigging, and animation
- **Art Design Direction**
 - Interface – GUI /UX/ HUD
 - Style Guide Creation
 - Character/Concept Design
- **Programming**
 - Programmed GUI/UI/UX, physics, library components, scripted events and various game elements.
 - Implementing gameplay, including movement, combat dynamics, and AI logic scripts.
 - Prepared documentation related to game design and development, release notes and bug fixes
 - Working closely with Art Leads and Tech Leads to design and implement art production pipelines and workflows.
 - Working with Artists to maintain and improve tools and scripts based on visual targets. ○ Developing and improving custom real-time shaders, lighting and physics animation.
 - Training entry-level/interns Artists on tools, techniques and pipelines; mentoring them for best practice.
 - Keeping up to date with industry developments, exploring new tools and techniques, integrating new technologies into art production methodologies.

APPLICATION:

- 3D Modeling: Autodesk Maya, 3D Max, Mudbox, Pixologic ZBrush
- 2D/Graphics: Photoshop, Blend, Illustrator, Flash, Fireworks and InDesign
- Texture Render: Crazybump, Photoshop, Substance painter and Marmoset Toolbag
- Programming: ActionScript 2/3, C++, C#, Java, Mel Kismet Script, XCode, Visual, HTML5, JavaScript and Dreamweaver
- Engine: Ogre, Unreal 4, Unity, Visual Studio, Build box, Construct
- Repository: GitHub, Visual Studio SVN, Tortoise and Jira

Others : Trello and slacks

PUBLISHED GAME:

❖ **Mobile**

- Renegade Omen
- Space Catz
- Mine Shaft
- Byork
- Kitchen Game

❖ **AR/VR**

- Scanner Chest Game
- RifAR

PROFESSIONAL EXPERIENCE

Game Designer and Developer – Art Director

iSolution Games Ltd.

February 2012 to April 2020

Responsibilities:

2D / 3D Game Designer:

- Prepare and present GDD Documents to visualize aspects of the game at the concept stage.
- Generating data chart flow for game scripts and wireframe (storyboards) mock-up for the game interface.
- Creating the visual aspects of the game at the concept stage such as characters, enemies, level environment and asset library.
- Using 2D or 3D modelling (low and high poly) and animation software, such as Maya, at the production stage.
- Producing the audio features of the game, such as the character voices, music and sound effects.
- Works closely with team members to ensure project needs are met for standard
- Handles technical aspects of character and level environment creation such as pipeline concerns, assets built with optimum efficiency, creation of advanced Shaders, and asset integration.
- Responsible for putting all the 3D level environment assets together in Unity.
- Defining game assets, setting milestones and executing design assignment.

Game Developer:

- Programming the game using programming languages such as C# and Java.
- Program UIX, Physics, Library Asset Components, Scripted Events and various game elements.
- Cleaned up and recycle old codes; optimized old algorithms in older games.
- Solves complex technical problems that occur during the game's production
- Quality testing games in a systematic and thorough way to find problems or bugs
- Practice Agile/SCRUM methodology.
- Track, record, and submit tickets that indicate precisely where the problem(s) was/were discover.
- Convert the final product into a different platform such as Android, Windows, and iPhone using Unity.
- Integrate final products to mobile device for actual testing.

- Publish final products to the App Store by using XCode for iPhone and Google Play for Android Mobile.
- Performs effectively under pressure and meets deadlines to ensure games are completed on time
- Supervised Interns.
- Used SVN and eventually GitHub Repositories for all projects safe keeping.

Game Designer – Freelance

Media Vision

Sep 2017 - Dec 2019

Responsibilities:

- Prepare and present GDD Documents to visualize aspects of the game at the concept stage.
- Generating data chart flow for game scripts and wireframe (storyboards) mock-up for the game interface.
- Creating the visual aspects of the game at the concept stage such as characters, enemies, level environment, UI and asset library for both AR/VR.
- Using 2D or 3D modelling (low and high poly) and animation software, such as Maya, at the production stage.

Art Director – Freelance

SupAR Games

Sep 2017 - Dec 2019

Responsibilities:

- Generating data chart flow for game scripts and wireframe (storyboards) mock-up for the game interface
- Creating the visual aspects of the game at the concept stage such as characters, enemies, level environment, UI and asset library
- Using 2D or 3D modelling (low and high poly) and animation software, such as Maya, at the production stage.
- Create game play video for presentation purposes.
- Supervise Interns for their day to day production task remotely and onsite.

Instructor – Game Design

Trios College – Toronto

September 2016 to September 2019

Responsibilities:

- Broad knowledge of the game design production.
- Providing the student all necessary design tools such as:
 - Game design document (narrative design, prototyping iterative design, level design, systems design and assets library)
 - Game flow structure
 - Game Pipeline
 - Concept Design
 - Modeling
 - UV Unwrapped Texture
 - Paint Weights and Rigging

- Animation
 - Design Concept Module Panels
 - Integration of 2D/3D graphics and visual effects
 - Design Application – Photoshop, Illustrator and Animate Flash
 - 3D Application – Zbrush, 3D Max, Maya and Mudbox
 - Render application – Marmoset Toolbox and crazy bump
 - Game engines –Unity3D and Unreal Engine
 - Scrum/agile project management methodologies
- Project collaboration with the Development Team to create interactive casual game that also Incorporate learning as well as fun into all games.
 - Helps in the organization and implementation of the annual student portfolio review and game competition.
 - Provide some student academic advising and mentoring.
 - Used SVN and eventually GitHub Repositories for all projects safe keeping.
 - Prepare outcomes assessment reports and strategic planning documents as needed.
 - Assist students with securing internship opportunities.

Instructor – Game Development

Ryerson University - Toronto

September 2016 to December 2018

Responsibilities:

- Broad knowledge of the game development process and the game production lifecycle • Providing the student all necessary game tools such as:
 - Game design document (narrative design, prototyping iterative design, level design, systems design, mechanics and assets library)
 - Game flow structure
 - Game programming (C/C++)
 - Game Flow structure and architecture
 - Game Mechanics
 - Character controllers
 - UI/UX
 - Game AI
 - Game Math and Physics
 - Game Dynamics
 - Infinite Gameplay
 - Game Features, Points, Progression and Rewards
 - Integration of 2D/3D graphics and visual effects
 - Game engines – Unity3D Engine and Unreal engine
 - Scrum/agile project management methodologies.
- Helps in the organization and implementation of the annual student portfolio review and game competition.
- Provide some student academic advising and mentoring.
- Used SVN and eventually GitHub Repositories for all projects safe keeping
- Prepare outcomes assessment reports and strategic planning documents as needed
- Assist students with securing internship opportunities.

3D Game Artist

Dark Wing Studio

January 2013 to February 2015

Responsibilities:

- Model 3D creature characters unwrap UV maps and texture (Diffusion, Normal Maps and Specular) characters based on approved concepts.

3D Game Artist

Galaxy Forge Games

September 2012 – April 2013

Responsibilities:

- Responsible for preparing the conceptual design for characters and environments, props for multi-player game contents.
- Modeled 3D characters and assets unwrap and texture (Diffusion, Normal Maps and Specular) characters based on approved concepts.

3D / Storyboard Artist

Tim Horton

May 2010 - March 2011

Responsibilities:

- Implement content description of the scene and then present a mock-up Animatic board of all the narrative sequence and timing for what it would appear in the game.
- Modeled 3D characters, props and environments based on the approved concepts.
- Design the over-all UI for Game HUD panels.

3D Artist

Megavision LLC

March - May 2010

Responsibilities:

- Modeled 3D environments assets for their indoor sport facility such as golf and laser game.

3D Artist

Papelmeroti Inc.

October 2009 to December 2009

Responsibilities:

- Modeled innovative 3D interior design that showcases their product, including product furniture's Lighting using Vray.

UIX Designer and Developer

SolutionQ

November 2007 - October 2009

Responsibilities:

- Collaborated with product owners, developers and QA testers at release and sprint levels.

- Conceived and produced user interface prototypes based on high level feature requirements.
- Produced creative mock-up skins and comprehensive artwork for both web and desktop applications.
- Developed all skin designs and icons to a vector mode image properly labeled according to their designated page and action behavior.
- Converted all images to a XAML canvas code and created respective folders that served as assets.
- Supported all QA and technical requests, ensured all tickets were properly addressed and assigned before the end of the day.
- Ensured all new products, designs, pages and icons were properly checked-in and backed-up all files on to the server

Web designer and Developer

Bedbug LLC

March 2005 - May 2007

Responsibilities:

- Overall GUI design, development and deployment of all corporate websites and their corporate affiliates
- Developed and deployed all below the line collateral such as electronic emails and company collaterals presentation
- Modeled 3D casino environment such as poker tables, slot machines, and roulette casino supplies by using Maya and textured them by using Photoshop

3D Digital Artist and Animator

Cyclotonxl

November 2004 - February 2005

Responsibilities:

- Modeled 3D male and female character in Maya.
- Texture in Photoshop
- Rigging and render in Maya and build app in Flash
- Implement the timing and pace of a character's movements during the frame sequence of each swing.
- Developed a DVD/ Kiosk GUI interface design and developed hard coded ActionScript that will merge and showcase the 3Danimation presentation thru flash and xml.

UIX Flash Developer

Autodesk

July 2004 - November 2004

Responsibilities:

- Over-all application product design and development and submit sample mock-up for approval
- Implement in creating a DVD/ Kiosk GUI interface design and developed hard coded in ActionScript, that showcase 3Danimation that was been modeled in Maya
- Product dry run and check for interactivity and navigation through the product content, possible bug and fixed it before submitting it for QA.

EDUCATION:

2011 **Video Game Design and Development**

Diploma | International Academy of Design

2004 **Computer Animation**

Diploma | Toronto Film School

1992 **BS in Computer Science**

Major in Information Technology | St. Paul University
Manila

CAREER ACCOMPLISHMENT

- 16 yrs. Art Director
 - Managing major corporate, government and organization account both Website and Media arts.
- 10 yrs. + Development
 - Web
 - Tablet and Mobile Game (Android/iOS)
 - Desktop (Windows/iOS)
- Gain company profit – **Betbug online sports/casino gaming**
 - Started from \$70,000 to \$380,000 euro pounds.
- Professional academic mentorship
 - Humber
 - Ryerson
 - Trios

GAME COLLABORATION

PTBO Game Jam 04

February 26, 2018 – Peterborough, Ontario Canada

Theme: Pirates without borders

PTBO Game Jam 03

August 4-6, 2017 – Peterborough, Ontario Canada

Theme: Retro Flashback

PTBO Game Jam 02

February 17-19, 2017 – Peterborough, Ontario Canada

Theme: Alternative Facts

RE: 9F9B79G

Matthew Chan | Artist

Big Viking Games - London, Ontario Canada
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647.618.6331

"Catherine never stops working, never stops trying to improve herself, is always helpful, and is a great artist. It has been a pleasure working with Catherine and I hope for the opportunity to work with her again."

Alex Morrow Art Director

Galaxy Forge Games - Seattle, City of Washington USA

"My experience working with Catherine has been nothing but positive throughout her time at Galaxy Forge Games. Not only has she produced quality works to an outstanding level, but she does so with an extremely enthusiastic attitude and eagerness that is hard to come by. Every assignment that Catherine has been handed is finished in a very timely manner with polish and professionalism. It goes without saying that she has been a vital asset to our concept art team. Catherine has an excellent understanding of shape, form, color, lighting and a superb eye for accurate anatomy. Her proficiency in Illustrator and other vector-based programs as well as 3d modeling/rendering programs has surpassed expectations and I truly believe she has a solid career ahead of her in the gaming industry. She pours her passion for art and gaming into every piece of work she completes.

Thank you, Catherine, for all your hard work."

Tom Appleton | President

Media Vision – Toronto, Canada
toma@bellnet.ca
905.449.7677

Catherine Rivera work with me and my company building a game app and a VR project using the Vive pro headsets. Both projects where a success. It was a pleasure working with Catherine, she is very professional and has a great positive personality.

We are looking forward working with Catherine on the next project.

Best Regards,

Tom Appleton
President

Lee Ing | CEO

SupAR Games – Toronto, Canada
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519.212.9659

As a Manager of Catherine, she was able to complete tasks in a timely manner and without much supervision and was a great asset to our team.

Mike McGregor | CEO

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Robert French | CEO

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