

CARLOS FRANCO

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EDUCATION:

University of Central Florida (Orlando, FL) – May 2013; Digital Media: Game Design; 3.6 GPA

- Took courses teaching HTTP, JavaScript, PHP, and C programming languages
- Learned and applied fundamentals of user-centered design, media business practices, and interactive design
- Worked on web documents and game projects in groups, fostering communication and planning.
- Designed a concept for a computer program which would help new users learn to use their operating system

Full Sail University (Winter Park, FL) – Sept 2014; Game Design Master of Science; 3.6 GPA

- Learned about production tools and methods used in project management
- Worked with classmates to create documents relating to our projects using Microsoft Excel and Google Docs, including Project Management Plans and Master Task Lists
- Gave a presentation discussing techniques video games use to induce empathy in players
 - How animators depict a character's personality without dialogue through body language
 - Explored the effects of adding and removing player choice
- Did an internship at CelleC Games to work on educational game projects

PROJECTS:

Math Stack – Feb 2014 (<https://play.google.com/store/apps/details?id=com.CelleCGames.MathStack>)

- Created all ingame artwork in Photoshop (including UI graphics, menu artwork, and sprites) based on concepts by the producers

Space Exodus – 2015-Present (<https://www.facebook.com/MannaEntertainment/>)

- Created UI, background, and comic artwork for a new iOS and Android game project in Photoshop based on descriptions by the producer

CERTIFICATIONS:

TestOut Client Pro – Dec 2017

- Demonstrated the ability to configure and troubleshoot Windows systems

SKILLS:

- Computer typing and programs
 - Word
 - Excel
 - PowerPoint
 - Adobe Photoshop
- Fluent in English and Spanish, with excellent spelling and grammar
- Three years of experience working in teams
- Artistic eye for design and illustration
- Good time management skills