

JAELENE SANCHEZ

Tech Design · <https://jaelenesanchez.wordpress.com/>



Highly-engaged Game Design Student at The University of Central Florida, made the Dean's List three consecutive years (2018-2021), seeking to gain experience and leverage my design and programming skills in the Tech Design role.

EXPERIENCE

VIRTUAL REALITY ZOMBIE ANTS

INTERN: LEAD LEVEL DESIGNER AND PROGRAMMER

MAY 2021 - PRESENT

- Led in level design, AI ant behavior, lighting and documentation for an educational VR game about zombie ants.
- Introduced to Virtual Reality, Lighting, and GitHub.

BOOK OF FAE

LEAD LEVEL DESIGNER AND PROGRAMMER

JANUARY 2021 - APRIL 2021

- Led the forefront for design, assisted whitebox, and sculpted the terrain. Designed all mechanics for Fae and coded/implemented checkpoints in suitable locations. Book of Fae was showcased at SGDA's 2021 Summit.
- Introduced to Unreal, Blueprints, and Tortoise SVN.

SUPERMARKET SMASH

DESIGNER AND PROGRAMMER ON SOLO PROJECT

OCTOBER 2020

- Designed and Programmed a 3D Unity independent project outside of school.
- Introduced to Game Managers, Scene Communication, Unity, C#, and AI programming.

VOLUNTEER EXPERIENCE

GAMEDEV KNIGHTS

SEPTEMBER 2020 - PRESENT

- Design Channel Moderator (2021-2022)

UCF KNIGHTRIDERS

2020 - PRESENT

TAU BETA SIGMA

SPRING 2019 - PRESENT

MARCHING BAND

AUGUST 2016 - PRESENT

- Deland Marching Band and UCF Marching Knights

INTERESTS

MOTORCYCLES

MUSIC (PERFORMANCE AND PRODUCTION)

TRAVELING

VIDEO EDITING

DRAWING

PERSONAL INFO

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EDUCATION

JUNE 2018 – MAY 2022

**BACHELOR'S DEGREE FOR
GAME DESIGN,**

UNIVERSITY OF CENTRAL
FLORIDA

AUGUST 2015 – JUNE 2018

HIGH SCHOOL DIPLOMA,
DELAND HIGH SCHOOL

SOFT SKILLS

- Design principles
- Quick learner and extremely adaptable
- AI Programming
- Virtual Reality (HTC Vive Pro)
- Teamwork, Creativity, and Communication skills

HARD SKILLS

- Autodesk [Inventor](#) and Maya
- Unity
 - C#
- Unreal
 - Blueprints
- Github and Tortoise SVN
- Adobe Photoshop and Premiere Pro