# Juan Gonzales

**Atlanta, GA | 786-334-2698 | jgoza.art@gmail.com | Games Producer**

## Links

- https://juangonzalesart.com/
- www.linkedin.com/in/juangonzalesart/
- www.artstation.com/jgonzaart

## Education

**Savannah College of Art and Design (SCAD)** - Atlanta, GA      09/2019 - 06/2023
- **Bachelor's Degree:** Interactive Media and Game Development (B.F.A)
  - MInor in 3D Animation; Magna Cum Laude graduate

## Work Experience

**BADFRIEND Games - Art Director/Producer** – Atlanta, GA      03/2020 - Present
- Founding Member of small independent game studio of 10 artists.
- Developed artistic vision for artists to use as guidelines.
- Scheduled and Managed Production Timelines for various projects.
- Coordination of teams on digital and non-digital games.
- Projects have been showcased at large conventions such as GDC, ECGC, and Momocon.

**SCAD - Orientation Assistant** – Atlanta, GA      03/2022 - 06/2023
- Part of a team of people needed to assist in the orientation events of the school.
- Guided new students during their first quarter, helping them find classes, answer questions, and attend events
- Setup and planned events at the school and at local areas.

## Project Experience

**Capstone Project: Epochrypha** – Atlanta, GA      09/2022 - 03/2023
- A digital local multiplayer game developed over the course of 2 months.
- Lead Art Director for the entire project and directed a team of around 20 people to create original high-quality 2D and 3D art assets for the game.
- The project is now published on Steam and still being updated by me and a small team of other graduates.

**SCAD Pro X WWE Unreal Tech** – Atlanta, GA      01/2023 - 03/2023
- Created 3D Animated Intros for Pro Wrestlers.
- Coded Blueprints to bring together 3D models, textures, animation, 2D sprites, and lighting for augmented reality animation in Unreal Engine.
- AR intros have been broadcast on Television.

**Global Game Jam: SlugFest** – Atlanta, GA      02/2023 - 04/2023
- Turn-based battle game developed from scratch over the course of 3 days.
- Nominated for Best in Georgia by the Georgia Game Developer's Association.

## Skills

**Production Skills**
- Project Management
- Art Direction
- Team Communication
- Scrum Master
- Scrum & Agile Methods
- Waterfall Method
- Progress Tracking
- Sprint Planning
- Retrospectives & Postmortems
- Scope Management
- Spending Tracking
- Deadline Setting
- Presentation Creation
- Outsource Management
- Community Engagement
- Risk Assessment
- Adaptability

**Technical Skills**
- Environment Design
- Level Design
- 3D Modeling
- PBR Pipeline
- Environment Art
- Unreal Engine Tech
- Custom Material Creation
- 3D Animation
- Basic UE Blueprinting

**Software**
- Adobe Suite (Photoshop, Illustrator, Premiere)
- Jira
- Kanban
- Mudstack
- GitHub
- Microsoft Office Suite
- Microsoft Teams
- Maya
- Blender
- Unreal Engine (Versions 4-5)
- Substance 3D (Painter, Designer, Sampler, Stager)
- ZBrush
- Marvelous Designer