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REYNALDO VARGAS

Experience

Volunteer Coordinator/Production & Logistics at IndieCade

January 2015 - Current

Recruited, screened, managed, trained and supervised upwards of 150 volunteers for IndieCade Events. Assisted in on-site event management for IndieCade East 2015 & 2016, IndieCade @ E3 2015, and IndieCade Festival 2015.

Game Design Instructor at Long Island University - Brooklyn

August 2012 - Current

Developed and implemented lesson plans for students ranging from the age of 6 - 14 focusing on game design and programming logic fundamentals during the summer camp at Long Island University. Taught tools such as Gamestar Mechanic and Scratch. Screened, evaluated additional game design instructors for the summer camp.

Game Design Intern at THIS IS POP

October 2014 - January 2015

Developed client facing game design documents including general game design documents, flow charts, copy documents, UX documents for two unreleased projects. Assisted in preliminary art and design research for one unreleased project.

Game Designer & Producer at Nevernaut Games

December 2012 - March 2014

Assisted in initial game design for *Slash Dash*. Developed and implemented solutions to UX/UI problems (cooldown circle, teleporting and score). Kept team on task. Left team to pursue MFA. *Slash Dash* was released on Xbox One in July 2015.

Education

Masters of Fine Arts in Game Design

May 2016

New York University Tisch School of the Arts (NYU Game Center)

Bachelors of Arts in Power and Pedagogy

January 2014

New York University Gallatin School of Interdisciplinary Studies

Skills

Unity3D, Adobe Photoshop and Illustrator, OmniGraffle, Phaser, P5.js, team management tools (Slack, Trello), event productions and logistics, agile software methodologies (scrum and kanban), UX/UI design documents, git