

Julian Ochoa

GAME DESIGNER

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Objective

Design and develop videogames with spectacular interactions in a game studio as a Game Design Intern in Summer 2019, allowing me to grow as a teammate and designer.

Education

Carnegie Mellon University - Entertainment Technology Center (ETC)

Pittsburgh, PA

Master's of Entertainment Technology, GPA: 3.7/4

May 2020

- Concentration in Game Design
- Relevant Courses: Game Design, Building Virtual Worlds

University of Colorado - Denver

Denver, CO

Bachelor of Science in Architecture, GPA: 3.7/4

May 2017

- Won Top 60-at-60 Award through the American Institute of Architecture Students (AIAS)
- Relevant Courses: Game Design + Development, Design Studio V

Academic Projects

NBA 2K Semester Game Jam

ETC

Game Designer

Spring 2019

Engine: Unity Platform: PC + 4 Console Controllers Team Size: 6

- Working with Visual Concepts (NBA 2K19) to prototype innovative basketball multiplayer games
- Pitched 7+ game ideas and pitching iterations to client each week
- Rapid iteration development process, directly working with programmer and designers to prototype, concept, and test ideas on a weekly basis

Building Virtual Worlds

ETC

Game Designer + Artist

Fall 2018

Engine: Unity Platforms: HTC Vive + Trackers, Oculus Rift, Leap Motion, Meta II

- Designed 5 Virtual Reality Worlds' mechanics and guest experiences on 5 teams
- Showcased *The Lighthouse* world at a festival, played by 75+ naive guests
- Received "First Penguin" award for development of *The Lighthouse*

Personal Projects

Global Game Jam 2019 - Time For Bed

Engine: Unity Platform: PC Team Size: 6

- Awarded "Jammer's Choice" from over 40 entries
- Iterated on game's juiciness and player mechanics

TenBukTu

Engine: Unity Platform: Mobile

- Team Size: 2
- Published to Google Play Store

Denver, CO

Jul. 2017

Tools

Software

Unity, Unreal (Blueprints), Perforce, Maya, Photoshop, Illustrator, Substance Painter, Premiere, Audition

Platforms

PC, HTC Vive + Trackers, Oculus Rift, Leap Motion, Meta II

Experience

GameStop

Senior Game Advisor

Denver, CO

Jul. 2013 - Feb. 2018

- Did onsite training for videogame marketing roles in the corporate offices