

DARIO A. ZULUAGA

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3D GAME DEVELOPER

Personable, reliable and resourceful computer science professional with two years of experience in 3D art roles. Possesses a solid foundation in 3D Game Development and management, project management and game design demonstrated through experience as a 3D Asset Creator with Fanaticus XR. Outstanding communicator able to work with diverse colleagues to implement technical solutions that improve the VR gaming experience.

CORE COMPETENCIES

- 3D Asset Creation & Management
- Particle Systems
- Animation
- Project Management
- Game Development
- Game Testing
- Texture Mapping
- Shader Graph
- VR Development Experience

PROFESSIONAL EXPERIENCE

PERSONAL VR TITLE | 2022 – PRESENT

- Programming all game systems: monster creation, capture device similar to a Pokeball which copies all stats of monster, health system, other various VR interactions.
- Creation of 3D Assets Implemented into the game.
- Creation of particle Systems
- Animation for 3D Assets and Sprites in the Game.

FANATICUS XR | ATLANTA, GA | 2018 – 2022

3D Asset Creator - Freelance

- Leveraged in-depth technical skills to expertly design 3D models of furniture and other indoor assets for VR experience while adhering to design requirements.
- As 3D Asset Creator, responsible for the development of UV, Normal, and Metallic maps for prop models to improve the VR gaming experience.
- Utilized Substance Painter to paint models
- Exported models into unity and set them up for final implementation in the game project.
- Programming tasks

PROJECTS

Fanaticus – Potato Party (2021)

- https://store.steampowered.com/app/1435960/Potato_Party_Hash_It_Out/
- Assisted with 3D Asset Creation, providing 3D models.
- Utilized technical background to set up simple animations for 3+ 3D characters, receiving positive reviews from players.
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Games+ Jam (2021)

- Contributed to the Games+ Jam through lending expertise to develop 3D models and particle systems for the game.
- Provided support through programming for simple systems to ensure a smooth gaming experience
- <https://5hakazulu89.itch.io/el-best?fbclid=IwAR0KM34KZrNcGIIN28FnxbmNBpR13X5VEPsVB6ZBO6pcDihRHJB8at1bkBE>

EDUCATION

Brigham Young University, City, Idaho, Rexburg: 2017

Associate of Science

- Relevant Coursework: Intro to software development, Object-Oriented Software Development, Fundamentals of Digital Systems

ADDITIONAL CREDENTIALS

OTHER SKILLS	Microsoft Office (Word, Excel, PowerPoint, Outlook, Access, Publisher) /Unity / Unity Particle Systems / Blender 2.8 / Substance Painter / C#
LANGUAGES	English & Spanish
PROFESSIONAL DEVELOPMENT	<ul style="list-style-type: none">▪ Completion of multiple Unity Learn courses<ul style="list-style-type: none">o https://learn.unity.com/u/5ce5dc28edbc2a1d4681c799?tab=profile▪ Complete C# Unity Game Developer 3D as taught by Ben Tristem, Rick Davidson, GameDev.tv Team, Gary Pettie on Udemy<ul style="list-style-type: none">o https://sharemygame.com/@dariozul/project-boost-from-3d-developer-course▪ Blender Character Creator v2.0 for Video Games Design on 02/09/2021 as taught by GameDev.tv Team, Rick Davidson, Grant Abbitt on Udemy.▪ Visual Effects for Games in Unity - Beginner To Intermediate on 02/24/2021 as taught by Gabriel Aguiar on Udemy.▪ Substance Designer 2020: Stylized material creation. on 03/30/2021 as taught by Jose Moreno on Udemy.▪ Intermediate Game Asset Creation - 3D Modeling in Blender on 01/09/2019 as taught by Concept Courses , Timothy Trankle on Udemy.
ORGANIZATIONS	<ul style="list-style-type: none">▪ Weekly Game Programming Club 2018 – 2021<ul style="list-style-type: none">- Attended weekly meetings where members practice game development utilizing Unity.- Facilitated weekly discussions, solving design and programming challenges to deepen skillset.

VOLUNTEERISM

- Eagle Scout Project – Boy Scouts of America | 2007
 - Managed supervision of 30+ volunteers to administer the reforestation of a park on Lake Lanier in conjunction with Corp of Engineers ensuring successful completion of the project.

INTERESTS

- Baking a variety of breads
- Backpacking
- Camping
- Game Jams
- Geocaching
- 3D Printing
- Board Games
- VR Game development