

Joseph Navarrete

571-337-3577

josephoenix9@gmail.com

joenavarrete.com

CAREER OBJECTIVE: As a video game modeler and texturer, to artfully craft environment pieces and lively characters in order to realize developer's visions for immersive and enticing game worlds.

QUALIFICATION SUMMARY:

- Expertise in industry standard programs including Photoshop, 3ds Max, and Unity.
- Resourcefully self-teaches new programs, techniques, and art styles.
- Academically driven, finishing high school on the honor roll, graduating from George Mason's Honors College, and making the Dean's List every semester.
- Experienced in multidisciplinary fields, including modeling and animation, traditional and digital art, creative writing, narrative design, music production, and even basic programming.
- Gifted in teaching others, including years of tutoring mathematics to students with learning disabilities, or narrative design in online writing circles. Possesses a knack for understanding how others learn and communicating to them on their own level.
- Firm but understanding leader who has helmed three original game projects and overseen specific divisions of several others.
- Knack for negotiating and reaching compromises in cooperative team environments.
- Pays meticulous attention to detail when creating assets – more than is healthy.

EDUCATION:

BFA	George Mason University, Computer Game Design	2019
	Dominion Christian School	2015

ACADEMIC ACHIEVEMENTS AND SCHOLARSHIPS:

- Dean's List, George Mason University 2015-2019
- Mason Distinction Scholarship 2015-2019
- High Honor Roll, Dominion Christian School 2011-2015
- Salutatorian, Dominion Christian School 2015
- Academic Prefect, Dominion Christian School 2013-2015

COLLEGE LEADERSHIP ROLES:

- Co-Lead, Blast-Beat Fall/Spring 2019
Oversaw the completion of *Blast-Beat* even after significant lineup change. Handled the documentation and production schedule. Composed the soundtrack, programmed the menus, UI and rhythm elements, win conditions, projectiles, player mobility, particle effects, and implemented all of the team's assets to create striking environments in Unity.

- Music and Sound-Design Lead, *Jessie Valiant and the Lost Temple* Spring 2018
 Lead the production of music and sound effects for an *Indiana Jones/Metroidvania*-styled game. Incorporated the use of nonlinear, dynamic music to suit the environment's atmosphere.
- Level Design Lead, Music and Sound-Design Lead, Co-Programmer, *Slime Boi* Spring 2018
 Implemented the team's assets into Unity to create atmospheric, seasonal-based environments. Programmed the character's moveset and win conditions. Blended background music tracks, seasonal ambience, and slimy sound effects in order to complement the charming artwork.
- Project Manager, *Music Box* Spring 2017
 Masterminded and oversaw the production of a conceptual, audio-focused game. *Music Box* has the player rely on their auditory senses to navigate dark mazes and locate separate instrument tracks, combining them into full songs.
- Environment, Puzzle-Design, and Music Lead, *Boulder Knight* Spring 2017
 Pulled the team's assets into the game and made several models of my own, constructing beautiful environments and challenging puzzles in Unreal Engine while complementing them with original music.
- Project Manager, *Three Champions* Fall 2015
 Lead a team of freshman game designers, none of which had worked on a game before. Created a charming 2D boss-fighting game with three atmospheric levels, three unique characters, and three challenging bosses. Keep an eye out for the extensive bonus level hidden in the credits.