



# ADRIANA CATARINO

VR GAME DESIGNER / TECHNICAL ARTIST

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I am a 3D Game Designer/Technical Artist and I am fascinated by virtual reality and its potential in creating immersive narrative experiences that evoke compassion and empathy.

## EXPERIENCE

### Freelance VR Game Designer | ScienceVR (February 2018 – Current)

-Lead Game Designer, responsible for designing, coding and executing the vr experience. Unreal Engine and Oculus Rift

### Lead Developer/Director, "Junho" (2017 – Current) -Virtual Reality

-Developed an entire first person virtual reality narrative game from the ground up in Unreal Engine. Responsible for programming lighting, narrative, visual effects, additional prop modeling and texturing.

### Freelance Artist | Drawbridge (July 2017 –January 2018)

- Responsible for resizing assets for website displays. Clients include companies such as Express

### Lighting Artist | Grand Arc Designs (July 2015 – November 2016)

-Memories of Alderia, lighting finalization in UE4, modeling & texturing game assets

### Lighting Artist | "On the Fly" (2015) Short

-Lighting & Rendering Awards: MetroCAF Animation Festival 2016 NYC ACM Siggraph

### Lead Director, "Operation Santa" – (September 2014 – May 2015) Short

-Developed a short story for Pratt Institute Senior Thesis. Includes all original story development, modeling, texturing, lighting, animation and compositing.

### Digital Arts Lab Manager Assistant | Pratt Institute (February 2012– May 2015)

-Managed other student workers | created schedules | trained employees | inventory, barcoding and equipment logging

## EDUCATION

Academy of Art University | San Francisco, CA | MFA (2018) Game Design

Pratt Institute | Brooklyn, NY | BFA (2015) 3D Animation & Motion Graphics

## SKILLS

Virtual Reality

Games Design

Scripting

Lighting

Rendering

Modeling

Texturing

Animation

## SOFTWARE

Unreal Engine

Unity

Autodesk Maya

Vray

Substance Painter

Adobe Creative Suite

ZBrush

Autodesk 3dsMax