



# CATHERINE GONZALES

## GAME DESIGNER

### PROFILE:

- Strong passion in both 2D and 3D platform environment.
- A focused and highly productive individual with more than 6 years of combined experience in both 2D and 3D environments.
- Skilled 3D Modeler and Level Designer, consistently creating high- and low-quality models with exact reconstruction of reference materials Marquette & Style Guides.
- Advanced knowledge of technical character procedures like UV Unwrap, texturing rigging, and animation.
- Superior eye for light and detailed creation of either photo-realistic or brush-style texture on both character and level asset environments.
- Comprehensive knowledge of Autodesk products, Adobe, Unity3D, and Unreal 4, including GUI, asset bundles, materials, shaders, and apps (mobile) deployment.
- Experience in cross-platform development.
- Experience with Agile/SCRUM methodology.
- Experience in all aspects of game development, from writing to designing to programming.
- Great understanding of all types of programming languages usable in game development.
- Comprehensive knowledge of game testing cycle, software development, game elements, and testing bug tracking using an open-source project tool like GitHub.
- Used SVN and eventually GitHub Repositories for all projects' safekeeping.
- Remarkable prioritization skills and ability to work independently and/or within a team.
- Takes ownership of tasks assigned, is accountable for all work, and follows through.
- Self-motivated, innovative, adapts quickly to new solutions, and works well under pressure, meeting all challenging and mission-critical deadlines with less supervision.

### BIO:

I'm a 2D and 3D Game Generalist with a passion for designing and developing interactive games and multimedia projects that are fun, innovative, unique, and challenging and are loved by all audiences.

### CAREER OBJECTIVES:

Goal is to work with passionate individuals to develop groundbreaking interactive media projects.

### CONTACT

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[catherine.rivera.gonzales@gmail.com](mailto:catherine.rivera.gonzales@gmail.com)

## TECHNICAL PROFICIENCIES

### SKILLS:

- 3D Modelling
  - Character, level environment, props, and assets
  - Unwrapped and texture (Diffusion, Normal Maps, and Specular) UVs Mesh
  - Paint weights, rigging, and animation.
- Art Design Direction
  - Interface – GUI /UX/ HUD
  - Style Guide Creation
  - Character/Concept Design
- Programming
  - Programmed GUI/UI/UX, physics, library components, scripted events, and various game elements.
  - Implementing gameplay, including movement, combat dynamics, and
  - AI logic scripts.
  - Prepared documentation related to game design and development, release notes, and bug fixes.
  - Working closely with Art and Tech Leads to design and implement art production pipelines and workflows.
  - Working with Artists to maintain and improve tools and scripts based on visual targets. Developing and improving custom real-time shaders, lighting, and physics animation.
  - Training entry-level/intern Artists on tools, techniques, and pipelines; mentoring them for best practice.
  - Keeping up to date with industry developments, exploring new tools and techniques, and integrating new technologies into art production methodologies.

### APPLICATION:

- 3D Modeling: Autodesk Maya, 3D Max, Mudbox, Pixologic ZBrush
- 2D/Graphics: Photoshop, Blend, Illustrator, Flash, Fireworks and InDesign
- Texture Render: Crazybump, Photoshop, Substance Painter, and Marmoset Toolbag
- Programming: ActionScript 2/3, C++, C#, Java, Mel Kismet Script, Xcode, HTML5, JavaScript and Dreamweaver
- Engine: Unreal 4, Unity, Visual Studio, Build Box, Construct
- Repository: GitHub, Visual Studio SVN, Tortoise, and Jira

Others: XD, Figma, Trello, shotgrid, and slacks

### PUBLISHED GAME:

#### ❖ Mobile

- Renegade Omen
- Space Catz
- Mine Shaft
- Byork
- Kitchen Game

#### ❖ AR/VR

- Scanner Chest Game
- RifAR

## PROFESSIONAL EXPERIENCE

### Instructor

**Vancouver Animation School** – British Columbia, Canada

October 2020 up to May 2023

Responsibilities:

- Help to develop students' ability to plan, coordinate, and study assets, using traditional methods to demonstrate their learned strengths as 3D artist.
- Providing the student with all necessary design tools, such as:
  - 3D Modeling.
  - UV Unwrapped Texture.
  - Paint Weights and Rigging.
  - Animation.
  - Integration of 3D environment and visual effects.
  - Design Application – Photoshop, Illustrator, and Animate Flash.
  - 3D Application – Zbrush, 3D Max, Maya and Mudbox.
  - Render application – Arnolds, Marmoset Toolbox, and crazy bump.
- Helps in the organization and implementation of the student professional portfolio.

### Game Designer and Developer

**iSolution Games Ltd.** - Toronto, Canada

February 2012 to April 2020

Responsibilities:

#### **2D / 3D Game Designer:**

- Prepare and present GDD Documents to visualize aspects of the game at the concept stage.
- Generating data chart flow for game scripts and wireframe (storyboards) mock-up for the game interface.
- Creating the visual aspects of the game at the concept stage, such as characters, enemies, level environment, and asset library.
- Using 2D or 3D modeling (low and high poly) and animation software, such as Maya, at the production stage.
- Producing the audio features of the game, such as the character voices, music, and sound effects.
- Works closely with team members to ensure project needs are met to standard.
- Handles technical aspects of character and level environment creation, such as pipeline concerns, assets built with optimum efficiency, creation of advanced Shaders, and asset integration.
- Responsible for putting all the 3D-level environment assets together in Unity. Defining game assets, setting milestones, and executing design assignments.

#### **Game Developer:**

- Programming the game using programming languages such as C# and Java.
- Program UIX, Physics, Library Asset Components, Scripted Events, and various game elements.
- Cleaned up and recycled old codes; optimized old algorithms in older games.
- Solves complex technical problems that occur during the game's production.
- Quality testing games systematically and thoroughly to find problems or bugs.
- Practice Agile/SCRUM methodology.
- Track, record, and submit tickets that indicate precisely where the problem(s) was/were discovered.
- Convert the final product into a different platform such as Android, Windows, and iPhone, using Unity.

- Publish final products to the App Store using Xcode for iPhone and Google Play for Android Mobile.
- Performs effectively under pressure and meets deadlines to ensure games are completed on time.
- Supervised Interns.
- Used SVN and eventually GitHub Repositories for all project's safekeeping.

## **Game Designer**

### **Media Vision - Toronto, Canada**

September. 2017 - December 2019

Responsibilities:

- Prepare and present GDD Documents to visualize aspects of the game at the concept stage.
- Generating data chart flow for game scripts and wireframe (storyboards) mock-up for the game interface.
- Creating the visual aspects of the game at the concept stage, such as characters, enemies, level environment, UI, and asset library for both AR/VR.
- Using 2D or 3D modeling (low and high poly) and animation software, such as Maya, at the production stage.

## **Technical Art Director**

### **SupAR Games - Toronto, Canada**

September 2017 - December 2019

Responsibilities:

- Generating data chart flow for game scripts and wireframe (storyboards) mock-up for the game interface
- Creating the visual aspects of the game at the concept stage, such as characters, enemies, level environment, UI, and asset library
- Using 2D or 3D modeling (low and high poly) and animation software, such as Maya, at the production stage.
- Create gameplay video for presentation purposes.
- Supervise Interns for their day-to-day production tasks remotely and onsite.

## **Instructor – Game Design**

### **Trios College - Toronto, Canada**

September 2016 to September 2019

Responsibilities:

- Broad knowledge of game design production.
- Providing the student with all necessary design tools, such as:
  - Game design document (narrative design, prototyping iterative design, level design, systems design and assets library)
  - Game flow structure
  - Game Pipeline
  - Concept Design
  - Modeling
  - UV Unwrapped Texture
  - Paint Weights and Rigging
  - Animation
  - Design Concept Module Panels
  - Integration of 2D/3D graphics and visual effects
  - Design Application – Photoshop, Illustrator, and Animate Flash
  - 3D Application – Zbrush, 3D Max, Maya and Mudbox
  - Render application – Marmoset Toolbox and crazy bump

- Game engines –Unity3D and Unreal Engine
  - Scrum/agile project management methodologies
- Project collaboration with the Development Team to create interactive casual games that also incorporate learning and fun into all games.
  - Helps organize and implement the annual student portfolio review and game competition.
  - Provide some student academic advising and mentoring.
  - Used SVN and eventually GitHub Repositories for all project's safekeeping.
  - Prepare outcomes assessment reports and strategic planning documents as needed.
  - Assist students with securing internship opportunities.

## **Instructor – Game Development**

**Ryerson University - Toronto, Canada**

September 2016 to December 2018

Responsibilities:

- Broad knowledge of the game development process and the game production lifecycle
- Providing the student with all necessary game tools, such as:
  - Game design document (narrative design, prototyping iterative design, level design, systems design, mechanics, and assets library)
  - Game flow structure
  - Game programming (C/C++)
  - Game Flow structure and architecture
  - Game Mechanics
    - Character controllers
    - UI/UX
    - Game AI
    - Game Math and Physics
    - Game Dynamics
    - Infinite Gameplay
    - Game Features, Points, Progression and Rewards
    - Integration of 2D/3D graphics and visual effects
    - Game engines – Unity3D Engine and Unreal engine
    - Scrum/agile Project management methodologies.
- Helps organize and implement the annual student portfolio review and game competition.
- Provide some student academic advising and mentoring.
- Used SVN and eventually GitHub Repositories for all project's safe keeping.
- Prepare outcomes assessment reports and strategic planning documents as needed.
- Assist students with securing internship opportunities.

## **3D Game Artist**

**Dark Wing Studio**

January 2013 to February 2015

Responsibilities:

- Model 3D creature characters unwrap UV maps and texture (Diffusion, Normal Maps, and Specular) characters based on approved concepts.

### **3D Game Artist**

#### **Galaxy Forge Games**

September 2012 – April 2013

Responsibilities:

- Responsible for preparing the conceptual design for characters and environment props for multi-player game content.
- Modeled 3D characters, assets unwrap, and texture (Diffusion, Normal Maps, and Specular) characters based on approved concepts.

### **3D / Storyboard Artist**

#### **Tim Horton - Toronto, Canada**

May 2010 - March 2011

Responsibilities:

- Implement content description of the scene and then present a mock-up Animatic board of all the narrative sequences and timing for what it would appear in the game.
- Modeled 3D characters, props, and environments based on the approved concepts.
- Design the overall UI for Game HUD panels.

### **3D Artist**

#### **Megavision LLC - Toronto, Canada**

March-May 2010

Responsibilities:

- Modeled 3D environment assets for their indoor sports facilities, such as golf and laser games.

### **3D Artist**

#### **Papeleroti Inc.**

October 2009 to December 2009

Responsibilities:

- Modeled innovative 3D interior design that showcases their product, including product furniture's Lighting using Vray.

### **UIX Developer**

#### **SolutionQ - Toronto, Canada**

November 2007 - October 2009

Responsibilities:

- Collaborated with product owners, developers, and QA testers at release and sprint levels.
- Conceived and produced user interface prototypes based on high-level feature requirements.
- Produced creative mock-up skins and comprehensive artwork for web and desktop applications.
- Developed all skin designs and icons to a vector mode image properly labeled according to their designated page and action behavior.
- Converted all images to an XAML canvas code and created respective folders that served as assets.
- Supported all QA and technical requests and ensured all tickets were properly addressed and assigned before the end of the day.
- Ensured all new products, designs, pages, and icons were properly checked in and backed up all files onto the server.

## **Web Designer and Developer**

**Bedbug LLC** - Toronto, Canada

March 2005 - May 2007

Responsibilities:

- Overall GUI design, development, and deployment of all corporate websites and their corporate affiliates
- Developed and deployed all below-the-line collateral, such as electronic emails and company collateral presentations.
- Modeled 3D casino environments such as poker tables, slot machines, and roulette casino supplies by using Maya and textured them using Photoshop.

## **3D Digital Artist and Animator**

**Cyclotonxl** - Toronto, Canada

November 2004 - February 2005

Responsibilities:

- Modeled 3D male and female characters in Maya.
- Texture in Photoshop.
- Rigging and rendering in Maya and building apps in Flash.
- Implement the timing and pace of a character's movements during the frame sequence of each swing.
- Developed a DVD/ Kiosk GUI interface design and developed hard-coded ActionScript to merge and showcase the 3D animation presentation thru flash and xml.

## **UIX Flash Developer**

**Autodesk** - Toronto, Canada

July 2004 - November 2004

Responsibilities:

- Overall application product design and development and submit sample mock-up for approval.
- Implemented creating a DVD/ Kiosk GUI interface design and developed hard coded in ActionScript that showcased 3D animation that had been modeled in Maya.
- Product dry run and check for interactivity and navigation through the product content and possible bugs and fix it before submitting it for QA.

## **EDUCATION:**

### **BS in Game Development**

Full Sail University - Orlando, Florida, U.S.A.

### **2011 Video Game Design and Development**

Diploma | International Academy of Design - Toronto, Canada

### **2004 Computer Animation**

Diploma | Toronto Film School - Toronto, Canada

### **1992 BS in Computer Science**

Major in Information Technology | St. Paul University Manila

## CAREER ACCOMPLISHMENT

- 10 yrs. + Art Director
  - Managing major corporate, government, and organization accounts both Website and Media arts.
- 10 yrs. + Development
  - Web
  - Tablet and Mobile Game (Android/iOS)
  - Desktop (Windows/iOS)
- Gain company profit – Bedbug online sports/casino gaming
  - Started from \$70,000 to \$380,000 euro pounds.
- Professional academic mentorship
  - Humber College
  - Ryerson University
  - Trios College
  - Vancouver Animation School

## GAME COLLABORATION

### PTBO Game Jam 04

February 26, 2018 – Peterborough, Ontario, Canada Theme:  
Pirates without borders

### PTBO Game Jam 03

August 4-6, 2017 – Peterborough, Ontario, Canada Theme:  
Retro Flashback

### PTBO Game Jam 02

February 17-19, 2017 – Peterborough, Ontario, Canada  
Theme: Alternative Facts

## RECOMMENDATION

### Matthew Chan | Artist

Big Viking Games - London, Ontario Canada matthew.jungit.chan@gmail.com  
647.618.6331

"Catherine never stops working, never stops trying to improve herself, is always helpful, and is a great artist. It has been a pleasure working with Catherine, and I hope for the opportunity to work with her again."

### Alex Morrow - Art Director

Galaxy Forge Games - Seattle, City of Washington, USA

"Experience working with Catherine has been positive throughout her time at Galaxy Forge Games. Not only has she produced quality work to an outstanding level, but she does so with an extremely enthusiastic attitude and eagerness that is hard to come by. Every assignment that Catherine has been handed is finished in a very timely manner with polish and professionalism. She has been a vital asset to our concept art team. Catherine has an excellent understanding of shape, form, color, and lighting and a superb eye for accurate anatomy. Her proficiency in Illustrator and other vector-based programs, as well as 3D modeling/rendering programs, has surpassed expectations, and I truly believe she has a solid career ahead of her in the gaming industry. She pours her passion for art and gaming into every work she completes.

Thank you, Catherine, for all your hard work."

**Tom Appleton | President**

Media Vision – Toronto, Canada  
toma@bellnet.ca  
905.449.7677

I had the pleasure of working with Catherine Rivera on two projects - building a game app and a VR project using the Vive Pro headsets. Both projects were a success, and it was a great experience working with Catherine. She is a true professional with a positive personality that made the collaboration enjoyable and productive.

We are looking forward to working with Catherine on the next project.

Best Regards,

Tom Appleton  
President

**Lee Ing | CEO**

SupAR Games – Toronto, Canada  
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As a Manager for Catherine, she could complete tasks promptly and without much supervision and was a great asset to our team.

**Mike McGregor | CEO**

Return Zero Gaming – Newfoundland, Canada  
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**Robert French | CEO**

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