

Santiago Mora-Parmalee

Aspiring 3d Artist

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EXPERIENCE

Hexicosa, Online — Level Design Intern

May 2024 - August 2024

Optimized levels for performance to ensure a smooth gaming experience.

Playtested levels to evaluate layout, pacing, difficulty curves, rewards systems.

Adhered to established style guides when designing characters, environments, items.

Analyzed feedback from playtesters and adjusted level design accordingly.

Greenburgh Parks and Rec, Ardsley — Pool Supervisor

MONTH 20XX - MONTH 20XX

Tested lifeguards' skill sets using scenario simulations.

Investigated complaints concerning staff members or patron issues promptly.

Led emergency response teams during aquatic emergencies, ensuring swift and effective action.

Led comprehensive safety training for new employees using company procedures.

Taught team pool and deck safety rules and procedures.

EDUCATION

Quinnipiac University, Hamden — Game Design and Development

September 2023 - Present | Expected Graduation: May 2027

SKILLS

Maya proficiency

Adobe 3D Substance Painter proficiency

Houdini Experience

ZBrush Experience

Shader development

Niagara Particle Effects

Unreal Engine proficiency

Unity proficiency

AWARDS

Best Up and Coming Game
“Tales of Jotun” – Quinnipiac
Game Design and
Development game awards

LANGUAGES

English – Native Speaker

Spanish – Limited speaking ability

Japanese – Elementary