

# Jose Luis Abreu Noriega

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Portfolio: <http://joseluisabreu.weebly.com>

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Passionate Game Designer looking for opportunities to develop professionally within the videogame industry with companies around the world, while offering a strong array of communication, documentation and development skills.

## Software Skills

*Game Engines: Unity3D, Vicious Engine, Unreal Engine 4*

*Image Editing Software: Adobe Photoshop*

*Music Creation Software: Reason, Reaper.*

*Organizational Software: Microsoft Project, Microsoft Visio, Trello*

*General Use: Microsoft Word, Microsoft Excel.*

*3D Software: 3D Studio Max, Motion Builder.*

*Motion Capture Software: Optitrack Motive*

## General Skills

*Written/ Spoken Language: Spanish (Native proficiency).*

*Written/ Spoken Language: Japanese (Beginner proficiency).*

*Creative Writing.*

*Public Speaking.*

*Data Management.*

## Professional Experience

***AlmaUQuest (Mobile) – Self-Developed (September 2015 – January 2016) - <https://goo.gl/HujzvX>***

*Game Design, Development, Localization (Unity3D)*

- *Worked on designing a mobile application for Android platforms designed to market educational programs for Almaty, Kazakhstan's Almaty Management University.*

- *Worked on the background photography using the university's locations to take shots with high quality cameras.*
- *Implemented sprites, sound effects, backgrounds, music, interactive menus using a visual scripting Unity- based tool called Fungus.*
- *Tested each iteration of development builds in order to clear bugs, grammatical mistakes, graphical glitches, etc.*
- *Implemented Russian localization text simultaneously as a part of the game's development.*
- *Wrote the main dialogue, while also doing editing and translation of Russian source material.*

### **Playable Mobile Prototypes - Tanooky (2016 - Present)**

*Game Design, Development, Motion Capture Generalist (Unity, Motive, Motion Builder)*

- *Worked in the design and implementation of playable prototypes for various mobile platforms such as Amazon Kindle Fire, smartphones and others.*
- *Used motion capture equipment and software to implement various animations within playable prototypes.*
- *Trained students in the use of Motion Capture technology, the use of hardware and software required for capturing animations.*
- *Implemented various User Interface elements into playable builds through Unity's development platform.*
- *Implemented models, sound effects, backgrounds, music, interactive menus using Unity's development platform.*
- *Tested each iteration of development builds in order to clear bugs, grammatical mistakes, graphical glitches, etc.*

### **Age of Booty (iOS & Android Tablets) - Certain Affinity (April 2013)**

*Play Tester*

- *Playtested core game turn-based combat mechanics.*
- *Playtested usability through touch control interface, in-game user interface.*
- *Communicated effectively feedback inquiries and documentation to the Test Leads and Test Managers.*

### **Starlight Inception – Escape Hatch Entertainment (January 2014) - <http://tinyurl.com/yagth2f6>**

*Localization*

- *Worked on doing language translation on the dialogue found inside the introduction movie using Microsoft Word.*

### **Militant (PC & PlayStation 4) – Xibalba Studios (February 2015)**

*Play Tester*

- *Playtested platforming mechanics, level design and boss behaviors.*
- *Playtested user interface.*
- *Offered feedback on shooting mechanics as well as movement design.*

## **Academic Experience**

### **DownBeatDown – Academic Project (January 2014 – August 2014) -**

<http://www.joseluisabreu.weebly.com/down-beat-down.html>

*Lead Game Designer & Producer (Unity3D)*

- *Created core documentation (Game Design Document, Art and Animation reference documents).*
- *Maintained creative direction among the development team.*
- *Worked on schedule creation, listing priority-based dependencies using Microsoft Excel, Microsoft Project.*
- *Participated on Game Engine Asset implementation.*

### **2011 Global Game Jam (January 31- February 2) - <http://archive.globalgamejam.org/2011/extinction-pop-culture>**

*Game Design Contributor*

- *Participated in the 2011 Global Game Jam at UDEM University in Monterrey, Mexico. An event which consisted of developing a game (Digital or otherwise) within 3 days based on a keyword given by the organizers.*
- *Worked on the character property balancing on our Card game Project “Extinction of pop culture”.*

### **Stardust Voyager - 2015 Global Game Jam (March 28 - February 2) -**

<http://globalgamejam.org/2015/games/stardust-voyager>

*Game Designer (Unity3D)*

- *Participated in the 2015 Global Game Jam at UDEM University in Monterrey, Mexico. An event which consisted of developing a game (Digital or otherwise) within 3 days based on a keyword given by the organizers.*
- *Worked on character and prop collision placement.*
- *Implemented stock title screen HUD.*
- *Implemented music loops and sound effects.*

## Education

### Austin Community College

*Associate of Applied Science Degree in Visual Communication – Game Design Specialization (2012-1014):*

- In this degree program, I learned the basic skills needed to have a successful understanding of the game development process as a designer.
- Completed several assignments which challenged me to compose proper industry-standard documentation, such as Game Design Documents, Level Design Documents, Test Suites and Production Tables.

### DeVry University

*Bachelor of Science Degree – Technical Management (2015 – 2016) – **Summa Cum Laude**:*

- In this degree program, I learned business and management techniques in order to increase my knowledge on how to work and create businesses, as well as modern marketing techniques for software development.
- Became part of 2016's summer Dean's list for high academic achievement.
- Graduated as Summa Cum Laude Honor Student with a 3.9 GPA.

## Publications

- Abreu Noriega, José Luis. 2017. Videogame Development & Online Education: A Critical Connection Daena: International Journal of Good Conscience. 12(1)186-199. March 2017. ISSN 1870-557X. <http://www.daena-journal.org/>
- Abreu Noriega, José Luis. 2016. Online Video Game Production Master's Degree: A Formal Product Proposal Daena: International Journal of Good Conscience. 11(2)214-223. November 2016. ISSN 1870-557X. <http://www.daena-journal.org/>
- Abreu Noriega, José Luis. 2016. Game Studio Ethnographic Study. Daena: International Journal of Good Conscience. 12(1)189-195. April 2016. ISSN 1870-557X. <http://www.daena-journal.org/>

## Hobbies

- *Playing Videogames.*
- *Traveling (I have traveled to Venezuela, Mexico, United States, Russia, and Kazakhstan).*
- *Physical Activities.*
- *Entertainment Media (Comicbooks, Movies, etc.).*