

Owen Berry

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Santa Cruz, CA

A beginner game designer who focuses on 3d modeling and 2d concept art. I have created multiple games in Godot, and worked on a number of collaborative projects. I am looking for an internship in video game design, but am open to a number of related fields and positions.

Skills

Digital sculpting, modeling, texturing	Godot Engine
Topology and edge loops, UV mapping	2D art & Animation experience
Maya & Blender Experience	Microsoft Office Suite
Adobe Photoshop, Substance 3D Painter	Google Suite
Programming languages: Python, C# and G-script	Adobe Creative Suite
	Familiarity with Jira

Education

BA Art & Design: Games and Playable Media
University of California, Santa Cruz - graduation June 2024

Experience

3D Animation Course - 2022

-3D modeling skills, use of Blender software, 3D animation

Barista at Lulu Carpenter's - 2022

-Communication skills, queue management

3D Game Art Production Course - 2023

-use of Maya, use of Substance Painter

Game Design Studio 1 - 2023

Completed Games: "Basement Dweller", "Work in Progress", "Plant Whisperer"

- Creative Collaboration, production timeline, Godot development

Game Design Studio 2 - 2024

Completed the game "Mariana Trek"

- work distribution, 3D Collaboration, Unity asset pipeline