

John Roderick Cervantes Jr.

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EDUCATION

University of Connecticut, Storrs, CT

Bachelor of Fine Arts, Digital Media and Design Major (Game Design), Computer Science Minor

August 2021 - May 2025

Cumulative GPA: 3.7/4.0

Honors Program, STEM Scholar

Krenicki Arts & Engineering Institute Scholar 2023-2024

SKILLS

Game Development Engines: Unity, Unreal Engine, RPG Maker MV, Ren'Py

Graphic Design & Animation: Procreate, Adobe Animate, Photoshop, Illustrator, InDesign, Acrobat

3D Modeling & Design: Autodesk 3ds Max, Pixologic ZBrush, Blender, Adobe Substance Painter

Programming Languages: Python, C, C#, C++, RISC-V, Racket, Haxe

Video Editing: Adobe Premiere Pro, After Effects

Computer: Google Docs, Slides, Sheets, Adobe XD, Microsoft Word, Excel, WordPress

ACADEMIC PROJECTS

Senior Thesis, UConn, Storrs, CT

July 2024 - Present

- Independently developed the 3D action combat game "**Scrap Mechanica**" demonstrating skills as a game designer, programmer, 3D artist, and animator

Global Game Jams 2023 & 2024, Quinnipiac University, Hamden, CT

February 2023, January 2024

- Worked with fellow game designers to concept and fully develop a game within the span of 48 hours
- Acted as programmer and cinematic artist for the cooking simulator "**ROOTSOUP!**" made for the 2023 Global Game Jam
- Acted as programmer and technical animator for the cartoon first-person shooter "**Noise Complaint!**" made for the 2024 Global Game Jam

Game Scripting, UConn, Storrs, CT

January 2023 - May 2023

- Independently developed a series of short games, including the retro arcade shooter "**Rocket Rampage**," the rhythm-based memory game "**Rhythm Workout**," the turn-based combat game "**Rage Blade**," and the physics platformer "**Bomb Blast**."

WORK EXPERIENCE

Digital Producer, The Daily Campus, Storrs, CT

August 2024 - Present

- Designed, formatted, and posted daily online articles, comics, and photos to The Daily Campus website according to the AP style standard

Communications Intern & Graphic Designer, UConn CEE Department, Storrs, CT

September 2022 - May 2023

- Designed graphics, flyers, brochures, and a visual research poster to increase engagement with various events, programs, and neurodiversity campaigns hosted on campus and expand social media following
- Executed changes and updates to the official UConn CEE website, Neurodiversity at UConn website, and other child websites

Video Game Character Animator, Freelance

September 2021 - July 2022

- Completed twelve five-star orders in a paid online service providing custom video game modification character design, art, and sprite animation for clients