LUIS DANIEL SERRANO

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ABOUT

I am a Program Director of Video Game Design, with experience in instructing, coordinating, and creating video games. My background is in game development, education, and learn very quickly. I am fueled by my passion for video games, music and the rigorous process of development. I consider myself to be a "forever student" and always hungry to learn and build a foundation of designing games. I do what I can to stay current with upcoming technology in the industry. I am currently working on personal projects to keep me busy such as User Experience(UX), level designs, music, game engines, and coding. I am interested at this point in my career and searching for an opportunity that would be a perfect fit to stretch my skills and open to relocate, grow, and create with the right opportunity.

WORK

Program Director - Video Game Design   2015-2018
Keiser University, Port Saint Lucie, FL, USA
Responsible for improvements and management of specific program curricula. Created, negotiated, and modified courses to ensure consistency and integrity of the entire program at the campus. Trained and mentored students while increasing awareness of the program to the community. Managed labs, computers, and software while maintaining classroom workflow and integrity of game development workflow.

Program Coordinator - Video Game Design   2014-2015
Keiser University, Port Saint Lucie, FL, USA
Created and achieved functional mock team environments to create games using technologies like Unity, Unreal Engine 4. Managed student teams from 2 - 10 students with varying projects and learning curves.

Instructor - Video Game Design   2010-2014
Keiser University, Port Saint Lucie, FL, USA
Responsible for instructing students on specific discipline. Influenced student learning by achieving outcomes, and generated results of programs learning curves. Trained using tools and techniques like Maya, 3Ds Max, Mudbox, Zbrush, Adobe Creative Cloud, Game Development Production and Production cycles, Scripting in C++ and C# using Visual Studio and basic game software analysis and testing. This also includes UI and UX explanation and implementerd VR and AR elements for game development.

Graphic Artist   2006-2010
Bullet, Miami, FL, USA
Resizing logos, recreated art, and satisfying the needs of clients and prospects. Completed contracts and on orders varying from hundreds to thousands of dollars worth of products and services.

Internship   2009-2009
Trilight Studios, Fort Lauderdale, FL, USA
Assisted in product testing, managed sound effects, composed soundtracks, and assisted in minor 2D asset creation.

EDUCATION

INDIAN RIVER STATE COLLEGE   2014-2018
Bachelors In Applied Science Degree, Digital Media - Game Concentration
Fort Pierce, FL, USA

KEISER UNIVERSITY   2005-2008
Associate in Science Degree, Video Game Design,
Fort Lauderdale, FL, USA

REFERENCES

James Batista	**Christopher Goida**	**Chad Calvert**	**Robert Gellar**
Front-End Engineer	Quality Tester	Assistant Professor of	Freelance Rigger and Educator
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PROJECTS
*Check out Portfolio @ Lserrano.me

Smoking Simulator	Smash 'n' Grab	Project Surreal	Project Surreal
www.smokingsim.com	Oculus Rift Student Project	Unity3D Student Project	Unity3D Student Project