Leonardo J. Ceballos

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Summary of Qualifications:

- 6 years of full-time game design teaching experience at a STEAM-focused high school program (focus on Unity); 4 as Technology Student Association Chapter Advisor
- Varied and balanced skillset and professional experience ranging from IT and programming work through web design, 3D modelling/texturing and animation, and traditional art. Interested in all aspects of the game development pipeline.
- 5 years professional and 2 years graduate-level Unity engine development experience, with some knowledge of Unreal engine and extensive knowledge of the real-time asset creation pipeline.
- Extensive experience with Augmented Reality in the professional environment, as well as some experience and a great deal of interest in Virtual Reality development.
- Very enthusiastic about the Maker Movement, the democratization of technology, and collaborating with other disciplines.

SKILLS:

Programming/scripting:
11 years experience working in the Unity Engine with C#, well versed in core web and markup languages (html, css, javascript, xml, json) with some webGL using three.js

Computer art programs experience:
Advanced Unity 3D, Modo, UDK, Lightwave, Photoshop, Ilustrator, experience; intermediate experience with sculpting programs (mudbox, zbrush, sculptris), Maya, Blender, Substance Painter and the PBR texturing workflow. Strongest background in hard surface modelling.

EMPLOYMENT

2017 – Current   Game Design Instructor, THINC College & Career Academy
Taught 3 class pathway focused on Game Design Principles and the Unity Game Engine.

2014 – 2017   Unity Developer, CN2
Software development and app design/content creation; focus on mobile apps that employ Augmented Reality techniques. Also, creation of unity editor tools and functionality for the CN2 AR Platform

2012- 2014   Unity/3D Developer, IO Data Centers
App creation, 3D Modeling and texturing, Interaction Design Developement, UI Design & Development for mobile and-browser based apps

2011-2012   Research Assistant, Georgia Tech AR Lab
Prototype Game Development, Visual Design, 3D Modeling and texturing, game des

2006-2010   Web Development & Design, 3D Visualization RE Advertising
Creation of high quality 3D architectural renders; design and development of webpages for clients, with a focus on real estate/development.

EDUCATION

2010-2012   MA in Game Development/Interactive Design, Savannah College of Art & Design
GPA 4.0

1998-2002   BFA Cum Laude in Computer Graphics, Syracuse University, College of
Visual and Performing Arts. Awards: Chancellor's Scholar GPA 3.5