# Ariel Concepcion

Miami, FL || https://aconcepciondev.com/
(Willing to relocate)

## EDUCATION

**BS Computer Science – Game Development Concentration**                                   May. 2026
FLORIDA POLYTECHNIC UNIVERSITY
**Cumulative GPA:** 3.0 /4.0
**Related coursework**: Python, Digital Logic Design, Object Oriented Programming, AI, UI & UX, Web Development Certification.

## SKILLS

- Languages: Spanish (Native), English (Fluent)
- C (Intro to Comp), C++ (Object-oriented programming), C#, Python.
- UI Design, AI (Unity), 3D programming, Network Programming. (AS Degree at Miami Dade College).
- Blender 3D, Substance Painter, Photoshop, Unreal Engine 5, Unity 3D.
- Shaders and Animations (Unity 3D, Unreal Engine), Blueprints (Unreal Engine)
- HTML, CSS and JavaScript.

## EXPERIENCE

Level Designer at Ethyrial Echoes of Yore. (Oath Games, Internship)                 Jun. 2024 – Jun. 2025
- Collaborated with game designers, artists, and programmers.
- Participated in team meetings and brainstorming sessions.
- Managed and organized level assets
- Proper design and implementation of enemy AI.
- Worked on optimizing game levels to run smoothly on various platforms and hardware configurations without compromising visual quality or gameplay.

## PROJECTS

Everglades Adventure (Capstone Video Game) | C#, Unity, Blender                 Sept. 2021 – May. 2022
- Directed the Level Design team, showcasing leadership and coordination skills.
- Ensured customer satisfaction by reviewing and refining each scene, emphasizing attention to detail.
- Applied programming and design skills to enhance the development of various levels, demonstrating versatility in game development.

Space Jumper (Class Final Project) | C#, Unity, Blender                                   May. 2022
- Led the creation and implementation of animations and animators (Unity).
- Implementation of immersive sounds effects and music.
- Utilized Blender to create 3D assets for the video game, along with some other free assets.
- Shader Creation with Unity 3D.

WEB DEVELOPMENT | HTML and CSS                                                            Jul. 2020
- Engaged in a self-paced web development basics course.
- Gained proficiency in Git basics, HTML, JavaScript and CSS fundamentals.
- Laid the groundwork for my ability to contribute to web projects effectively.

## LEADERSHIP EXPERIENCE

**Space Jumper and Tales from the Sky (Team Leader - Miami Dade College)**                 **April 2022**
- Led a 3-member team, showcasing strong coordination and decision-making skills.
- Demonstrated leadership throughout the development cycle.
- Facilitated effective communication and teamwork.
- Provided guidance in animation, environment design, and sound implementation.

**Everglades Adventure (Level Design Leader – Miami Dade College)**                 **Aug. 2021 – Apr. 2022**
- Led Level Design team for the capstone project
- Ensured scenes met customer expectations for high-quality user experience.
- Demonstrated leadership in project management and creative decision-making.