

AUSTIN FERNANDEZ

Game and Interactive Media Design

PROFILE

Creative and multifaceted designer with experience across the entirety of several production pipelines. A well rounded digital artist with a focus on intuitive design in interactive media.

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SKILLSETS

Game Design

Four years of game design experience, with familiarity in both Unity and Unreal Engine.

- Experience communicating between teams and working with large groups.
- Proficiency in level and game design, as well as C# and Blueprints.
- Understanding of player incentives and reward systems.

Interactive Experience Design

Front-End app and website design in Figma.

- Performed user testing both remotely and in person to implement user feedback.
- Ideation, sketching, wireframes, and prototype development.

Virtual Reality

Experience with creating VR games and simulations in both Unity and Unreal Engine.

- Custom VR interaction programming in both C# and Blueprints.

EDUCATION

University of Florida *Digital Worlds*
Bachelor's of Arts - Digital Arts and Sciences

Miami Dade College
Associate's of Arts

SOFTWARE

- Unreal Engine
- Unity Engine
- Figma
- Adobe Photoshop
- Autodesk Maya