



# Rafael Pineiro

Video Game Designer

## CONTACT DETAILS

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Email:

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Portfolio:

<https://www.rafaelpineiro.com/>

## WORK EXPERIENCE

### Venture

- Created most of the 3D models in the game
- First experience with the Unreal Engine

### Where's Maintenance

- Modeled many assets for the game

Playable Link: [Where's Maintenance](#)

### The Berlin Wall

- Worked as a producer and organized the teams

Google Play Store Link: [The Berlin Wall](#)

### Shoot out

- First experience with a top-down shooter
- Created many original assets

Playable Link: [Shoot out](#)

### Tower Defender

- Took a completed game and modded it with more towers and levels

Playable Link: [Tower Defender](#)

### Adventure

- Took a completed game and modded it with more towers and levels

Playable Link: [Adventure](#)

## ACADEMIC HISTORY

### **SOUTHWEST MIAMI SENIOR HIGH SCHOOL MIAMI, FL**

High School Diploma (Jun 2016)

### **MIAMI DADE COLLEGE, MIAMI, FL.**

Game Development and Design (May 2019)

### **Sail University, Winter Park, FL. — Game Design B.S.**

## TECHNICAL SKILLS

Unity5, Unreal4 , C# , Blueprints, Maya ,MagicaVoxel, Word , Excel, PowerPoint, PureRef, Perforce, Confluence, Jira