

Basic Info

- 📍 Sandalo Sur 3423
La Florida, Santiago, Chile
- ☎ +56 9 90604865
- ✉ scarreno@dark-ware.com
- 🌐 English, Spanish

Software Knowledge

- CryEngine
- Adobe Photoshop
- Unreal Engine 4
- Autodesk Maya
- Autodesk 3ds Max
- Visual Studio

Portfolio

<http://dark-ware.com>

Skills

- Programming knowledge (Paradigms, C/C++, C#, java, databases, etc.)
- Transform Environmental art and make it a playable level.
- Knowledge in Terrain modeling techniques.
- Ability to work with multi-disciplinary teams.
- Abilities in solving problems.
- Proficiency in writing documents.
- Self-taught person.
- Logical Understanding.
- Experience with BSP editors.
- 3D Graphics behaviors understanding.

Summary

Game Level Designer focused in communicate experiences in the environments that I design.

Education

- **Computer Engineering – (2011 – 2014)**
Graduated Universidad Tecnológica de Chile INACAP

Projects

The Holders Videogame
CryEngine

Perplex Dimensions (Global GameJam 2013)
CryEngine 3

Infernal Underground (2011 Beta & 2013 Release)
Cube 2 Engine

- Contribution in Level Design
- Contribution in Game Design
- Contribution in Level Design
- Contribution in Level Design
- Contribution in Game Design
- Contribution in Game Programming

Professional Experience

Universidad Tecnológica de Chile INACAP

Mar2015 – Aug2015

Professor

Professor in the following classes

- Computer Applications
- Programming Fundamentals
- IT

Microsoft Chile

Jan2014 – Feb2014

Technology Engineer (Internship)

Technology Engineer in Microsoft Chile. I've participated in the Microsoft SummerCamp 2014.

Personal Experience

W Studios Chile (Sep2014 – Jun2015)

Studio Leader (Chile)

Taking the leadership in the W Studio in Chile. Making operations to promote our work in Chilean Game Industry

HeXentic Games (Jan2012 – OnGoing)

Co-Founder, Creative Director

My own game development team, founded in 2009 as a Mod Developer and since 2012 as a Game Development studio. Doing labors in creative and design area.

Courses

Introduction to CryEngine 3 (DigitalTutors)

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Terrain Modeling Techniques (DigitalTutors)

Particle Effects (DigitalTutors)

Lightning in CryENGINE (DigitalTutors)

Introduction to Lightning in Unreal Engine 4

(DigitalTutors)

Introduction to Blueprints in Unreal Engine (DigitalTutors)

3B679MFE : Certificate of Completion

XQ9KR47M : Certificate of Achievement

XJDV7BKP : Certificate of Completion

PQXMD9FR : Certificate of Completion

U3B6Q7VH : Certificate of Completion

E98DB6TU : Certificate of Achievement

7VZNQ82R : Certificate of Achievement