

# Johnatan Vargas

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Objective: Looking for an Internship or a part time Job

Education:

Bradley University, Peoria, IL; Expected Graduation(May 2027)

Bachelor of Interactive Media in Game Design

Current GPA: 3.3/4.0

Relevant Courses:

- Intro to Game Design: Skills that I have learned from this course include knowing how to design a game specifically with knowing coding how to make animations how to make a clean UI and learning how to properly present and pitch our game ideas to potential buyers
- Survey of games: Learned how to break down a game and see each of its fundamental mechanics and what makes the game good and bad
- Practicum: Have gotten the opportunity to listen to many different people in different industries about difficulties and challenges they faced. I have also been put on a team for an event called Fuse, an event that has many different experiences. The point of our team was to come up with an idea and pitch the idea in hopes of it being picked for Fuse.
- Intro to game Dev: This class we got to hear the voices of our teachers with their experience of the game industry and some other important topics such as the negatives of the game industry but also the positives of the game industry.

Projects:Fuse team(Fall Semester): We were assigned a team made up of freshmen, sophomores, juniors, and seniors with the goal of coming up with an idea that would then be pitched in front of the whole Interactive Media department in hopes of it being chosen for Fuse. Our task was to meet once a week for the next 4 weeks and work on coming up with an idea whether it would be a game or an escape room. The main requirements for this experience was it would have to be able to be completed within 90 seconds and unique in some aspect whether it was different controls or a different experience entirely not game related. Probably the most important skill I learned from this project was that when I hear a project idea I like I immediately start brainstorming interesting ideas for the project. For example, my group's idea was "Ferryman Fishing" , a game that used a fishing pole as its controller and the theme was to be fishing ghosts or undead fish. Since I liked this idea a ton I started brainstorming interesting and fun fish ideas such as mummy fish, zombie sharks, and a shadow fish.(Spring Semester): Currently with the design team to come up with ideas on how the game shall look, setting difficulty and other aspects of the game as well as figuring out how our booth will be set up.

Organizations:Pi Kappa Phi: Held Positions: Philanthropy Chairman, Vice President,President

Skills: Coding in unity with C#, being able to speak spanish, Leadership skills, Organization Skills