

# John Paul Porven

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## PROFESSIONAL SUMMARY

Aspiring programmer and game developer seeking work opportunities in the gaming industry. Proficient in organization and communication, and up-to-date with the latest gaming news/trends. A Loyal and hardworking team player that will be a valuable asset to your team.

## SKILLS

- **Programming Languages**—C# (4 years of experience), C++ (2 years of experience).
- **Development Tools**—Unity (4 years of experience), GitHub (1 year of experience), Visual Studios (4 years of experience), Blender (2 years of experience)
- **Leadership**—Strong verbal & written communication skills
- **Language**—Proficient in English, practicing Spanish

## EDUCATION

Immaculata-La Salle High School Miami, FL

**Graduated:** May 28, 2020

Miami Dade College Miami, FL

**Graduating In:** Spring 2024

## OCCUPATIONAL HISTORY

**Gamut Creative, Intern**

Summer 2018

- Learned how to create logos using Adobe Illustrator;
- Created graphics and animations using Adobe After Effects;
- Contributed to fostering an enjoyable environment in the workplace by maintaining a positive attitude while completing everyday tasks.

## PROJECTS

**Lab Lockdown, VR educational/puzzle game made with Unity**

2023 - Today

- Directed a team of level designers to develop a realistic chemistry classroom, filled with environmental models that fit naturally in the space they cover;
- Studied github practices and communicated what I learned to my team in an easy-to learn form;
- Organized virtual meetings with team members to resolve Github and Unity errors.
- Prepared a presentation alongside other directors bi-weekly, which includes a demo reel of the project and the updates made to it to be shown to our client.

**Project File(s):** [https://github.com/Jpporven/Capstone\\_Chem/tree/main](https://github.com/Jpporven/Capstone_Chem/tree/main)

**Frosty Falls, 2D mobile single-player platformer made with Unity**

2021 - Today

- Solo-developed using pixel art assets I drew digitally, set to publish to the App Store;
- Created a character customization shop for players to either purchase or unlock costumes based on their total high-score;
- Implemented in app purchases for the costumes using Unity IAP;
- Implemented a save and load system that encrypts user data.

**Project File(s):** <https://github.com/Jpporven/FrostyFalls>

**Shibumi GDD, 2D exploration, card dueling game made with Unity (Team of 3)**

2022 - 2023

- Defined various elements of the game concept including the game's style guide, ui/ux design, technical documentation, and production guide;
- Illustrated concepts of how the game would appear according to the combined, constructive input from all members of the team;
- Designed the game studio's logo from concept sketches to a polished product.

**Project File(s):** <https://docs.google.com/document/d/1YSJHr1-7KrvjE8h6RIYJNuMMZ1meESk9CKsVCjS6nSA/edit>