

Leo.Ceballos

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SKILLS:

Computer art programs experience:

Extensive Unity 3D, Modo, UDK, Lightwave, Flash, Dreamweaver, Photoshop, Maya, Sculpttris, MudBox

Programming/scripting:

Considerable experience with Unity scripting (C# and Unityscript), html, php and css, javascript (worked with three.js/webGL). Have also worked and have some passing knowledge of mySQL (with php) C, C++, Pearl, and Java

EDUCATION

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|-----------|--|
| 2010-2012 | MA in Game Development/Interactive Design, Savannah College of Art & Design
GPA 4.0 |
| 1998-2002 | BFA Cum Laude in Computer Graphics, Syracuse University, College of Visual and Performing Arts. Honors program. Awards: Chancellor's Scholar |
| 1994-1998 | Colegio San Ignacio de Loyola
Awards: Graduated with Honors, National Merit Scholar |

EMPLOYMENT

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|----------------|---|
| 2014 – current | Unity Developer, CN2
Software development and app design/content creation; focus on mobile apps that employ Augmented Reality techniques. Also, creation of unity editor tools and functionality for the CN2 AR Platform |
| 2012- 2014 | Unity/3D Developer, IO Data Centers
App creation, 3D Modeling and texturing, Interaction Design Development, UI Design & Development for mobile and-browser based apps |
| 2012- current | Game Design & Development – personal commercial project: Darkdawn Encounters, currently available on Android and Windows Phone |
| 2011-2012 | Research Assistant, Georgia Tech AR Lab
Visual Design, 3D Modeling and texturing, game design |
| 2011 | Instructor, SCAD Atlanta summer seminar—3D Modeling and Texturing for Games |
| 2006-2010 | 3D architectural visualization artist & web design RE Advertising
Creation of high quality 3D architectural renders; design and development of webpages for clients, with a focus on real estate/development. |
| 2005 | Graphic Artist, Web Design Creative Powerhouse Inc |
| 2003 | Contract 3D Modeler, Bang! Post (post-production)
Interpretation and modeling of architectural plans and elevations. Hired on 3 separate occasions for a total of 8 completed models. |