



JUSTIN HUFFAKER

Game Designer/Animator

PROFESSIONAL SUMMARY

Dedicated digital artist with 2+ years of experience specializing in video game design and 3D animation. Has experience working in-depth with a broad range of other digital multimedia as well, including 3D modeling, 2D animation, 2D rigging, UI/UX design, videography, photography, mobile application development, and computer programming.

CONTACT

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SOFTWARE PROFICIENCIES

- Unity (2D/3D)
- GameSalad
- Maya
- Cinema 4D
- Android Studio
- Adobe Suite
- Microsoft Suite

PROGRAMMING LANGUAGES

- C#
- C++
- Java

OTHER SKILLS

- Languages:
 - English
 - Spanish (Conversational)
- Musical:
 - Piano (5 Years)

EDUCATION

University of Florida

- B.A. in Digital Arts and Sciences
- Minor in Art History
- Cumulative GPA: 3.89/4 (Graduated Cum Laude)

ACADEMIC PROJECTS

3D Asset Designer

January 2020-April 2020

Digital Worlds Institute, Gainesville, FL

- Worked collaboratively in a team of 8 to conceptualize and create a 3D multiplayer runner game in Unity titled *Tiki Temple Dude*.
- Modeled and textured key assets including terrain and obstacles.

Lead Level & Environment Designer

September 2020-December 2020

Digital Worlds Institute, Gainesville, FL

- Worked collaboratively in a team of 4 to conceptualize and create a 3D tower defense game in Unity titled *Attack of the Androids*.
- Designed and implemented the layout of each map.
- Created eye-catching environments for each map using compiled 3D assets.

Lead Gameplay, Systems, & Level Designer

January 2021-April 2021

Digital Worlds Institute, Gainesville, FL

- Conceptualized, planned, and created a 2D Metroidvania platformer in Unity titled *Infection*.
- Designed and programmed all major gameplay systems/-mechanics.
- Designed and implemented the entire level layout using the Ferr 2D Terrain Tool.
- Composited art assets together to create a coherent aesthetic.