

Basic Info

- 📞 +56 9 90604865
- ✉ scarreno@dark-ware.com
- 🌍 Spanish Native
- 🌍 English Fluent

Software Knowledge

- SketchUp
- Photoshop
- Unreal Engine
- Unity 3D
- Visual Studio

Portfolio

<https://dark-ware.com>

About Me

Computer engineer passionate about Level Design. A Level Designer “In Design process” constantly learning more and enjoying this part of my life. I have more than five years of professional experience working with multidisciplinary teams and exploring different aspects of the game development process.

Key Skills

- Game programming
- Level scripting
- Level design blockout
- Level composition
- Level design documentation
- Gameplay mechanics design
- Game design documentation
- Photo and texture manipulation
- Basic 3D modeling
- Team management skills
- Self-management skills
- Creative mindset

Personal interests

I love video games, playing them, and making content for them. But besides that part of my life, I also use my spare time in other activities like watching anime series and as an activity to strenght my creativity skills. I have my personal book series that I’ve been working on since 2008, publishing it in Tapas and social networks.

Education

Computer Engineering (2011 – 2014)

Graduated as a Computer Engineer from Universidad Tecnológica de Chile INACAP.

Professional Experience

Kuwala SpA

(Aug 2020 – OnGoing)

Game Programmer

I'm developing an educational visual novel oriented to socially vulnerable kids.

InvertedTree Games

(May 2020 – Aug 2020)

Freelance Game Programmer

Freelance programmer for a Strategy/survival game developed in Unity. Programmed the gameplay mechanics and helping with a more technical approach in the game design process.

HeXentic

(Oct 2017 – Apr 2020)

CTO, Co-Founder & Owner

I take the role of Team manager and developer. Also, I deal directly with customers selling the interactive experiences and advergames that we developed.

Academia 101 Training

(Sep 2018 – May 2019)

Professor

Professor in the Game Development diploma course. 101 Training is an official Training Center recognized by Unity. The course gives the preparations for the Unity Programming Certification Exam.

Toolkit

(Jan 2017 – Aug 2017)

Content Developer

Developed several Advergams and interactive experiences with Unity to different companies and advertising campaigns.

ATTMotion

(Aug 2016 – Dec 2016)

Level Designer & Programmer

Level Designer and programmer for an iOS game using Unreal Engine. The project was CORFO funded and oriented to Asia Market.

Octopus Chile

(Nov 2015 – Aug 2016)

Content Developer

Developer of AR and VR Experiences using Unreal Engine, also created B2B Applications and advertising interactive experiences with Unity.

Courses and Diplomas

Level Design Master Class: All in One Complete Course (Instructing.com via Udemy.com)

[ude.my/UC-5387648b-38ca-4ded-a5b3-32ee1b2b15e2](https://www.udemy.com/course/level-design-master-class-all-in-one-complete-course/)