ruben guzman

Experience from **game development** to **technology servicing** to **sales**; a leader who is dedicated to solving challenging problems with **creativity, collaboration**, and **hard work**. Seeking to bring my proven skills and strengths to your team.

professional experience

Technology Training Instructor, New York Public Library '21-'22

Run in-person and virtual programs in topics such as Python, HTML & CSS, Adobe Creative Cloud and more of up to 50 patrons.

Create automation scripts for scheduling programs across different HUB locations in Manhattan, Staten Island, and the Bronx.

Help create and introduce game development focused programs and curriculum.

Technician & Server, San Antonio Bakery & Restaurant '20-'21 | New York

Install, troubleshoot, and use POS systems and printers to make sales and keep kitchen running smoothly.

Troubleshoot WiFi, security cameras, audio equipment and other equipment to keep everything in working condition.

Greet, sit and serve between 75-100 customers a day during COVID.

Teacher Assistantship, Drexel University '18-'19 | Philadelphia, PA

Led discussions and classes of up to 20 undergraduate students.

Assign and grade given papers, projects, and in-class work.

Assist professors when needed.

Graphic Designer, RKIApps, SocialLadder '16-'16 | Philadelphia, PA

Created new designs with little to no assets for upload to the SocialLadder app.

Create info-graphics and slideshows for company meetings with top grossing music festival producers around the country.

projects

TaiChiVR, Team Lead & Programming Lead

Using Unity, Oculus Rift and the Microsoft Kinect, led a team to create a VR game that provides users with physical therapy through tai chi movements.

Strike A Pose, Team Lead & Programming Lead

A VR game created in Unity for Android and Google Cardboard designed to assist user body movement using the Microsoft Kinect. Held daily meetings, assigned roles and deadlines, and programmed main mechanics.

Virtual Camera and Compositing, Team Lead

Created a vitural camera setup using an OptiTrack motion capture system to composite onto a live action greenscreen into Unreal Engine 4.

OptiTrack/Vicon VR Multiplayer, Personal Project

Updated OptiTrack and Vicon live streaming plugins for Unreal Engine 4. Created a setup that allowed MOCAP streaming from both systems to a host running a multiplayer VR session.

contact

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education

Drexel University

MS Digital Media - In Progress
Philadelphia, PA
Teacher Assistanship

Drexel University

BS Game Art and Production '14-'17
Minor in Computer Science
Philadelphia, PA
Dean's Scholarship
Transfer Scholarship

Nassau Community College

AS Liberal Arts and Sciences '11-'13
Garden City, NY
Dean's List

skills

Unreal Engine	C#
Research & Dev	Python
Communication	HTML
Maya/Animation	Java
MotionBuilder	Word, Excel, PP
3D Modelling	Collaboration
Photoshop	Problem Solving

languages

English	Spanish