

EDWARD RENTERIA

Austin, TX 78729

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WORK EXPERIENCE

Undergraduate Assistant (Game Art Pipeline, Video Game Scripting, Mobile Game Design) Jan 2024 – May 2025

School of Design and Creative Technologies at UT — Austin, TX

- Reviewed and delivered feedback on 60+ student Unity and Unreal Engine projects
- Offered suggestions and advice to improve user interfaces for student mobile games
- Debugged issues and answered questions regarding development in Unity and Unreal Engine

Designer (MITOS Project)

May 2024 – May 2025

Simulation and Game Applications Lab — Austin, TX

- Created documentation for the standardization of design nomenclature to improve team communication
- Participated in idea generation to convert slide decks into appealing lessons for our target audience
- Reviewed and corrected app mock-ups across various modules in Figma according to producer feedback

SKILLS

Tools: Figma, Canva, Adobe Creative Suite (Photoshop, Illustrator, After Effects), Google Workspace, Trello, Microsoft 365 (Word, Powerpoint, Excel), Visual Studio Code

Programming: HTML, CSS, Javascript, Python, Lua, C#, C++, Java

Soft Skills: Agile/Scrum, UX/UI, Illustration, Conflict Resolution, Research

PROJECTS

PinPin (Solo), Austin, TX

Aug 2024 – Present

A work-in-progress project that combines Pinball and RPG elements

- Drafted a slide deck detailing the intended structure, system, and narrative to build a shareable vision
- Designed a card-based paper prototype to test user core interaction loops
- Created a digital prototype in Unity alongside volunteers to present a vertical slice for pitching

The Nile Rhythm (Team), Austin, TX

Jan 2024 – Present

Game Designer: A VR based rhythm game where you take control of a boat down the Nile

- Built rapid prototypes in order to receive user feedback and cultivate core interactions
- Introduced a pipeline for song charting and level design utilizing third-party software
- Worked within to create curated content to increase product accessibility to a larger variety of users

Spirit Free Guarantee (Team), Austin, TX

Aug 2024 – Dec 2024

Gameplay Programmer/Designer: A couch co-op game about clearing out as many spirits as possible

- Implemented dynamic difficulty balancing to reduce boredom and anxiety states in users
- Worked with Photon Unity to implement online multiplayer
- Created new content and levels within existing systems to add user variety in experiences

EDUCATION

The University of Texas at Austin, Austin, TX

May 2025

Bachelor of Science in Arts and Entertainment Technologies

University of Southern California, Los Angeles, CA

May 2022

Interactive Media and Game Design

ACHIEVEMENTS

Charlie and Eunice Haas Endowed Presidential Scholarship (2024), UT University Honors (2022-2024) USC C. Stephen Gentry Memorial Fund (2021), USC Directors Scholarship (2020), National AP Scholar (2020)