

Jeshalon Serna Berrios

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EXPERIENCE

Stock Manager

Orlando, FL

Nautica

Aug 2025 – current

- Receive and process boxes of shipment .
- Organize stock room for ease of access and usability.

Lube Technician

Orlando, FL

Valvoline Instant Oil

July 2023 – November 2023

- Performed simple tasks on vehicles, e.g., oil changes, tire rotations, flushes.
- Ensured customer satisfaction.
- Ensured communication and teamwork to work on vehicles in a timely manner.

Visual Specialist

Orlando, FL

Nautica

Aug 2021 – June 2023

- Ensured visual readiness and congruity.
- Worked hand in hand with Merchandising Manager to push and promote product.

EDUCATION

University of Central Florida

Orlando, FL

Bachelor of Science in Digital Media Game Design

Jan 2025 – May 2027

GPA: 3.8/4.00

Valencia College

Orlando, FL

Associate of Arts in Digital Media Game Design

Aug 2022 – Dec 2024

GPA: 3.9/4.00

PROJECTS

Aim Trainer | *Unity Engine, C sharp, GitHub,*

Aug 2025 – Oct 2025

- First game made, solo developed using Unity Engine and C sharp programming.
- Learned the ins and outs of Unity engine and Unity asset store.
- Learned to use Maya, Substance Painter, and Zbrush.

Haunted House Game | *Unity Engine, C sharp, Unity Asset Store, Github*

Oct 2025 – Dec 2025

- Learned to make a third-person game with triggers, waypoints, and ray casts.
- Learned more C sharp programming.

The Man | *Bitsy*

Jan 2026 – Jan 2026

- Used Bitsy to learn pixel art and pixel games.

Pactro | *Unity Engine, C sharp, GitHub,*

Jan 2026 – Feb 2026

- Lead level designer.
- Worked with a team to recreate a vintage game.
- Created level layout and used assets made by artists for environment design.
- Aided in C sharp scripting.

One Night at Gurts | *Unity Engine, C sharp, Github, Maya*

February 2026 – March 2026

- Lead level designer.
- Worked with programmers, artists, and animators.
- Built level and environment assets and design.
- Worked on audio sfx and background music.
- Aided with C sharp scripting.

TECHNICAL SKILLS

Languages: C sharp

Engines: Unity, Unreal Engine

Developer Tools: Git, Github Desktop, Microsoft Visual Studio, Maya, Substance Painter, Z brush, Piskel.

Libraries & Databases: Unity Asset Store, FreeSound, Pixabay, Sketchfab.

Other: Time management, Bilingual, Communication, Management, Fast Learning, Problem Solving