

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

Jul 2023 – Nov 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 – Jun 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

Pactro | *Unity Engine, C sharp, Piskel, Git hub*

Jan 2026 – Feb 2026

- Used Piskel to create some assets
- Used assets given by artists to populate level
- Built the level in Unity 2D editor

One Night at Gurts | *Unity Engine, C sharp, Unity Asset Store, Git hub*

Feb 2026 – Mar 2026

- Built 2 versions of block outs for main level
- Built out main level along with environmental world building

Marooned | *Unity Engine, C sharp, Unity Asset Store, Git hub*

Mar 2026 – May 2025

- Prototyped and blocked out Level 3 and Level 2
- Populated and built level 3, and heavily aided in the creation of level 2

A Week in London | *Unity Engine, C sharp, Unity Asset Store, Git hub*

Jul 2026

- Designed gameplay path for player
- Blocked out and built main level

DO NOT ADMIT | *Unity Engine, C sharp, Unity Asset Store, Git hub, Pixabay*

Aug 2026 – Aug 2026

- Designed gameplay and mechanics for player
- Blocked out and prototyped main level
- Polished and populated main level with assets, lighting, sound, etc.

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