

Jeshalon Serna Berrios

+1 (407) 821-9407 | jeshalon.sb@gmail.com | [linkedin.com/in/jeshalon-serna-berrios/](https://www.linkedin.com/in/jeshalon-serna-berrios/) | github.com/jeshalonsb
sleepygamesstudio.itch.io | jeshalonberriosgames.com

EXPERIENCE

Stock Manager

Nautica

Orlando, FL

Aug 2025 – current

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

Lube Technician

Valvoline Instant Oil

Orlando, FL

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

Nautica

Orlando, FL

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

Bachelor of Science in Digital Media Game Design
GPA: 3.8/4.00

Orlando, FL

Jan 2025 – May 2027

Valencia College

Associate of Arts in Digital Media Game Design
GPA: 3.9/4.00

Orlando, FL

Aug 2022 – Dec 2024

PROJECTS

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*

Feb 2026 – Mar 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.

Marooned | *Unity Engine, C sharp, GitHub, Maya*

Mar 2026 – May 2026

- Level 3 Main Designer
- Helped create the other levels

- Aided with C scripting
- Worked with larger team

Drummers Paradise | *Unity Engine, C sharp, GitHub, ChatGPT*

Mar 2026 – May 2026

- Second Programmer
- Created the layout for clicker game
- Worked with ChatGPT to create art for the game

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

Jul 2026

- Solo Developed
- Used ChatGPT for scripting aid
- Blocked out and built full level

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

Aug 2026 – Aug 2026

- Solo developed
- Blocked out and prototyped main level
- Polished and populated main level with assets, lighting, sound, etc.
- Used ChatGPT for 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