JOVANNI MIXCO

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POSITIONS

FalseWorks Studios
Dec '24 - Present
Unreal Level Designer
- Managing the Unreal Engine project pipeline and workflow amongst other team members
- Designed and built game levels focusing on layout, gameplay flow, and environmental storytelling
- Optimized levels for performance, ensuring smooth frame rates and efficient asset usage

Columbia Records
Oct - Dec '24
Lead Animator Director
- Animated short form video content for marketing and social media
- Produced high-quality shorts utilizing 3D modeling, rigging and animation

Slime Studios
Jan - Sept '24
Prop & Character Artist
- Created detailed props, characters and environments for the animated teaser trailer for 'Slime'
- Collaborated with VFX artists and directors to align 3D assets with the creative vision

Li-Ning
Sept - Nov '23
3D Animator
- Animated 3D motion graphics for Li-Ning and their Spring/Summer runway for Paris Fashion Week

PROJECTS

Calm and Punk Gallery 2024
Game Designer and Developer for a physics based city adventure game to be showcased
at 'Calm and Punk' Gallery in Japan.

GraveShift 2023
Created a horror game in Unreal Engine to be played at ComplexCon

New Art City: SotoWorld 2023
Developed environments and 3D models for a web based
multiplayer environment

EDUCATION

Pierce College
2018 - 2020
3D Motion Graphics

SOFTWARE

Blender - Substance Painter - Zbrush - Unreal Engine