Salem Alvarez

Visual artist and game designer

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EDUCATION

Pratt Institute, Brooklyn NY   August 2021 - May 2025
BFA in Game Arts

El Paso Community College, El Paso TX   August 2017 - June 2020
Associate of Multidisciplinary Studies

WORK EXPERIENCE

Pratt Institute, Student Union Ambassador   August 2022 - Present
- Oversees space of the Student Union during normal opening hours and events
- Promotes Pratt Institute to prospective students and visitors
- Provides help to visitors, including directions, event/room booking, contact information, etc.

Pratt Institute, Orientation Leader   August 2022, August 2023
- Overseen incoming first year and transferred students during move-in and orientation week
- Provided guidance to groups of up to 20 students, including peer support and questions regarding Pratt Institute's campus and curriculum
- Guided tours both inside and outside of Pratt's campus to students unfamiliar with the area

RELEVANT PROJECTS

Put Your Hand in Mine   January 2024
Lead in art direction, assisted with game and narrative design.
Created a romantic comedy based visual novel for the 2023 Global Game Jam with other team members over a 2 day period. Designed the character art and backgrounds. Assisted with game-play mechanics and overall narrative.

The Cowpoke Killer (and you!)   October - December 2023
Lead in art direction, assisted with game-play and narrative design.
Created a comedy/horror stealth game alongside a partner over a 6 week period. Lead in art design, created all main 2D and 3D art assets. Created initial narrative and assisted with game-play mechanics as well as writing.

Dieback   April- May 2023
Lead in narrative design, level design, and art direction.
Created 5-level narrative hack-and-slash style game alongside a partner over a 6 week period. Designed the narrative and level layout. Created all 2D assets including character portraits, UI elements, etc. as well as modeled, textured, rigged and animated the player character.

Final Resting Place   December 2022
Lead in art direction, assisted with game-play and narrative design.
Created 64 card-based storytelling game alongside a partner over a 4 week period. Designed the narrative background and game-play mechanics. Created all images and illustrations for the cards.

SKILLS

Illustration
Digital + traditional painting
Graphic design
3D character, environment, prop modeling
3D lighting
3D rigging & animation
Creative & academic writing

SOFTWARE

Unity (C#)
Godot
Ink
Twine
Unity Version Control (Plastic SCM)
Jira
Adobe Suite
Autodesk Maya
Substance Painter
ZBrush
Blender
Clip Studio Paint
Aseprite
Procreate

OTHER

Oral/written communication
Group collaboration
Community Management
Conflict resolution
Project delegation

RELEVANT COURSEWORK

Game Design
Level Design
Narrative Design
Game Coding (C#)
3D Modeling
Character Design for Games
Lighting and Texturing
Mixed Reality
Illustrative Media
Matte Painting