**Johnny Delgado**

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# WORK EXPERIENCE

**Humaginarium**  **Remote**

*Game Designer* August 2020-Present

* Develop engaging educational games with a team of ten designers, programmers, and producers
* Propose and refine systems which convey biomedical concepts to players within a game environment

**University of Florida – College of Education Gainesville, FL**

*CS Curriculum Designer* April 2022-Present

* Create microcredential courses to teach computer science to over 125 practicing and pre-service teachers
* Teach College of Education interns how to introduce computational thinking to K-5th grade students
* Helped teach cohort of 25 teachers as part of supplementary lessons for graduate-level CS Foundations course

**The Out-of-Door Academy**  **Lakewood Ranch, FL**

*Interim Director of Computer Science & Instructional Technology* July 2019-July 2021

* Created and taught six Virtual Reality Video Game Development courses which used Unreal Engine (31 students)
* Taught AP Computer Science (20 students) and Co-Taught Introductory Programming
* Gave presentations about classes, initiatives, and methodologies to board of directors, parents’ association, etc.

**Enrichment Resource Group**  **Sarasota, FL**

*Product Design Consultant* April 2020-July 2021

* Researched/presented ideas monthly to a team of five programmers, artists, and product managers
* Analyzed new/existing products’ unique value propositions to assess use cases for target audiences

# EDUCATION

**University of Florida Gainesville, FL**

*Masters, Digital Arts and Sciences (VR Game Production)* Expected Graduation: May 2024

**Emory University Atlanta, GA**

*Bachelor of Science*, Biology May 2019

# GAME PROJECTS

*“Outpost Horizons”,* **Project Lead and Producer** (team of 5) 2023-Present

* Multiplayer VR and mobile game in which the two players must work together to repair a mysterious oil rig

*“SummVR Camp”,* **Project Lead and Producer** (team of 10) 2023

* Multiplayer VR summer camp simulation which lets players rock climb, DJ, and practice archery with others

*“Sharktographer”,* **Project Lead and Producer** (team of 5) 2023

* VR undersea educational game similar to Pokémon Snap made for The Florida Museum of Natural History

*“Third Born”,* **Project Lead, Programmer, and Narrative Designer** (team of 3) 2022

* Visual novel with branching path storyline about politics in the Middle Ages

*“Elemental Assassin”,* **Solo Developer** 2020-2021

* Single player VR action combat game in which players control rocks and boulders to fight enemies and solve puzzles

# ADDITIONAL INFORMATION

**Development Environments:** Unreal Engine (UE4 & UE5), Unity, Scratch, Android Studio, and Qt

**Programming Proficiencies:** UE4 and UE5’s Blueprint system, C#, C++, Java, Python

**Other Proficiencies:** Jira, Asana, Monday.com, Maya, Blender, Adobe Photoshop/Illustrator, Figma

**Interests:** Reading, D&D, Baking, Psychology, Leatherworking, Classical Guitar, Ancient History