

RENE BORRERO

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EDUCATION

- 2020 BFA (Candidate) Photography (Fine Arts)**, Savannah College of Art & Design, Atlanta, GA
 - Academic Honors Scholarship (2017-2019)
 - SCAD Achievement Honors Scholarship (2013-2017)
 - Dean's List (2019)
- 2017 BFA Game Development**, Savannah College of Art & Design, Atlanta, GA
 - Academic Honors Scholarship (2013-2017)
 - SCAD Achievement Honors Scholarship (2013-2017)
 - Dean's List (2014, 2016, 2017)

COLABRATIVE PROJECTS

- 2017 Global Game Jam**, Savannah College of Art & Design, Atlanta, GA
 - Lead programmer for "Interfrequency", a VR puzzle game where you use lights, sound and gravity to solve puzzles, in a 48-hour game making challenge
- 2016 Global Game Jam**, Savannah College of Art & Design, Atlanta, GA
 - Project manager and level designer for "Relic Runners", a 2D platform competition game on PC, in a 48-hour game making challenge
- 2015 Global Game Jam**, Savannah College of Art & Design, Atlanta, GA
 - Story designer and QA for "Andro", a 2D platform game where the main character dream hops to figure out the mystery of why they are in a coma, in a 48-hour game making challenge

SKILLS

- Photoshop
- Illustrator
- Maya
- 3D Studio Max
- Unreal Engine 4
- Arduino/Raspberry Pi
- Intaglio Printing
- Relief Printing
- Lithography
- B&W Film Processing & Printing
- Digital Printing
- Acrylic Painting