



FATYMA CAMACHO

GAME DESIGNER

📞 669 2102499

✉ fatymalink@gmail.com

📍 Santa Clara, Ca, USA.



A well rounded and collaborative game designer with experience in game art and 5 years of software development interested in pushing the boundaries of play and developing games that prioritize unique experiences. I am passionate about diverse narratives, underrepresented characters, and silly mechanics.

PROFESSIONAL EXPERIENCE

- Game Designer
| Team(5) | Jun/2021- Present
Stemlins EDU
- Game Artist | Team (8)
| Feb/2020 - Present
UCSC- Stanford / EnTrust Project
- 3D Artist
| Team (10) | Jun/2021 - Sep/2021
Backyard Labs Inc
- Software Dev/Graphic Specialist
| Team(5) | Nov/2013- Jun 2019
SvMet Engineering SA de CV
(5.5 years)

ENGINES

Unity

PROGRAMMING

Visual Basic | C#

SOFTWARE

Maya | Blender | Probuilder

Photoshop | Illustrator | Substance Painter

Jira | Perforce | Clickup | Trello | Github

GAME PROJECTS

- Creative Director/ 3D Generalist Artist
| Team (14) | July/2020 - March/2021
Knot Me! (Shipped)
<https://lemontwistgames.itch.io/knot-me>
- Environmental Artist/UI Designer | Team(5)
| May/2020
Running Hamzards

LANGUAGE SKILLS

English (Fluent)
Spanish (Native)
Japanese (Basic)

GAME MECHANICS, SYSTEMS AND PROTOTYPING

- Responsible of designing level progression and mechanics at *Stemlins EDU*.
- Create documentation, wireframes and user flows to communicate game ideas at *Stemlins EDU*.
- Assisted the design team to develop *Knot Me!*'s main character's unique mechanics and overall feel.
- Design and oversee the implementation of our reward system in *Mathstronauts* at *Stemlins EDU*.

LEADERSHIP AND COLLABORATION

- Responsible for leading and giving feedback to a team of 14 people for the video game *Knot Me!*
- Responsible for solving any colleagues intern conflict for *Knot Me!*
- Supported the environmental artists with additional 3D props at *Knot Me!*

PROBLEM SOLVER AND EAGER LEARNER

- Assist the programmer in *Knot Me!* to implement a convincing whip weapon using 3D curves and spline *animation*.
- Minimize bugs in our software by creating and implementing for the first time a QA pipeline at *SvMet*.

USER EXPERIENCE AND 2D ASSET CREATION

- Responsible of designing wireframes and mock ups for every software tool at *SvMet*.
- Enhance our operators user experience by interconnecting features across applications for *SvMet* application tools.
- Improve user usability by unifying all our software tools UI appearance.
- Deliver 2D quality assets for every character for *EnTrust Game*
- Designed environmental and background assets for *Running Hamzards*.

EDUCATION

Sep/2019 - March/2021 Master in Games & Playable Media
University of California, Santa Cruz

Aug/2008 - Dec/2012 Bachelor's Degree in Interactive Design and Digital Animation
Universidad Iberoamericana Puebla