

Christian Romero

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Education

University of Connecticut

MFA in Digital Media

05/2025

Storrs, CT

Drexel University

B/S in Game Art & Production

06/2018

Philadelphia, PA

Work Experience

Orange County Department of Parks, Recreation, and Conservation

Seasonal Park Attendant - 19.5 Hours per Week

12/2025 – Present

Sugar Loaf, NY

- Carrying out maintenance duties at a local community theater
- Helping theater staff and audience members with any issues that arise
- Ensuring safety standards are upheld on theater grounds

The Festival: Hemmingward, MFA Thesis

Lead Developer - 20 Hours per Week

12/2022 – present

Remote

- Actively developing a narrative point-and-click game about a woman bringing a war criminal to justice in Unreal Engine 5.3
- Consulting a genocide activist to accurately depict the difficulties of post-conflict society
- Modeled and textured a litany of 3D character models and environment assets using Blender and Substance Painter
- Wrote extensive branching dialogue in a screenplay spanning over 160 pages
- Secured external funding via a grant through Albany-based org Tech Valley Game Space

Greenhouse Studios

Graduate Assistant - 10 Hours per Week

08/2022 – 05/2025

Storrs, CT

- Modeled 3D assets for several in-house projects
- Conducted research on the Nuremberg Trials for an in-house project called *Beyond Nuremberg*
- Interviewed and recorded teammates to help them rehearse how to explain their projects and work processes
- Led group meetings and provided administrative support as needed

Kings & Generals

3D Modeler/Animator - 20 Hours per Week

01/2022 – 09/2022

Remote

- Composed and animated two YouTube videos, each consisting of numerous distinct locations and lasting more than 17 minutes
- Modeled 3D reconstructions of historic buildings and locales in Blender
- Collaborated closely with supervisor and scriptwriters to achieve accurate representations

Centric Brands

Graphic Design Intern - 40 Hours per Week

04/2017 – 09/2017

New York, NY

- Produced visually compelling mockups for Minecraft clothing
- Researched Minecraft's mechanics and community to better reflect its brand
- Ensured that all design materials adhered to brand guidelines, brand tone, and compliance standards

Additional Experience

Tech Valley Game Space

Community Volunteer

09/2024 – present

Game Developers Conference

Conference Associate

03/2019 – 03/2023

San Francisco, CA

Work With Indies

Community Volunteer

07/2021 – 09/2022

Awards

ProtoStar Grant Recipient

Tech Valley Game Space

03/2024