

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

The Festival: Hemmingward, MFA Thesis [🔗](#)

Lead Developer

12/2022 – present

Remote

- Actively developing a narrative point-and-click game in Unreal Engine 5.3
- Modeled and animated a wide range of 3D assets using Blender, from characters to environmental props
- Wrote a 20-page-long thesis paper detailing my research and experience with production
- Secured external funding via a grant through Albany-based org Tech Valley Game Space

Greenhouse Studios [🔗](#)

Graduate Assistant

08/2022 – 05/2025

Storrs, CT

- Modeled 3D assets and conducted research for multiple in-house projects
- Interviewed and recorded teammates to help them rehearse how to explain their projects and work processes
- Guided participants through VR tech demos, and helped with set-up
- Led group meetings and provided administrative support as needed

Kings & Generals [🔗](#)

3D Modeler and Animator

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

Straus News

Graphic Designer - 20 Hours per Week

02/2020 – 04/2020

Chester, NY

- Designed custom graphics in Photoshop
- Revised ads according to client specifications using InDesign

Centric Brands [🔗](#)

Graphic Design Intern

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

🧠 Skills

Design Software — Blender, Maya, Adobe Photoshop, Illustrator, Figma, Premiere, After Effects

🏆 Awards

ProtoStar Grant Recipient [🔗](#)

Tech Valley Game Space

03/2024