

# RANDY PANOPIO

DESIGNER - DEVELOPER

E-MAIL rpanopio@sfu.ca  
PHONE (778) - 926 - 8693  
PORTFOLIO randypanopio.ca

## // about

---

Coming from a diverse background, with interests from film and games, to history and art, I bridge ideas and create touchpoints in all of the projects that I partake in.

My goal is to create projects that bring meaningful excitement to my audience

## // technical skills

---

### Game Design

Unity 3D, Gamemaker, Java, Paper Prototyping

### Development Languages

Java, Javascript, C#, XML, Processing, Web Technologies, Git

### 3D Design

Maya, Blender, AutoCAD 2D/3D Design Software,

### Photography & Film

Premiere, After Effects, Photoshop, Lightroom

### Others

Adobe Creative Cloud Design Suite, Office Suite, G Suite, Android Studio

## // education

---

### Simon Fraser University

Interactive Arts and Technology (SIAT), Bachelor of Science  
2015 - Present

## // projects and experiences

---

### Galium Chalice

#### Game Design, Development & Testing

Summer 2017

Developed a narrative driven game "Galium Chalice" and led the project through conceptualization, technical and theoretical execution and development.

- Programmed and scripted game events and mechanics using the Unity game engine.
- Conducted play-testing to refine the narrative structure, find issues, and improve working game mechanics.
- Led our team from the initial design and pitch all the way to final production

The project undertook many re-designs through user feedback which developed my programming, leading and ideation skills.

### Mountain Man (Short Film)

#### Film, Narrative & Cinematography

Winter 2016

Produced a film "Mountain Man", a student made short film found in YouTube. I was tasked to lead and coordinate a small team to produce a professional and engaging film.

- Created storyboards and the script for the film
- Led the cinematography throughout the film and was in charge of maintaining our mood and intention from the storyboard to the screen

Our project was able to win best cinematography and was placed second among 20 other student films.

### Pan Radio

#### Mobile Design & Development

Fall 2017 - Winter 2018

Independently developed Pan Radio, an interactive music player that took made the experience of dancing to your favorite music a more fun and interesting experience.

- Conducted research and user testing on regarding how to go a step beyond from current music players
- Developed a fully functional music player, audio visualizer, and features for tracking a user's dance moves
- Re-designed the interface of the application to make a more appealing user experience

Pan Radio was initially a programming challenge, but was later re-designed to take into account usability of its interface.