

# Hector Manuel Feliciano

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## Education

### B.Arch Technology / New York Institute of Technology

January 2022 - May 2023 (4.0 GPA)

### B.Arch (Transfer) / New Jersey Institute of Technology

September 2018 - December 2021 (3.4 GPA)

### AA. Gen Ed. In Science / Bergen Community College

September 2015 - May 2018 (3.9 GPA)

## Experience

### HF Studios LLC - Indie Developer and Owner

New York, NY

Solo Developer

December 2021 - Present

- Successfully released a game on Steam that received 40 reviews, with a 100% positive rate. [https://store.steampowered.com/app/2570710/Let\\_Him\\_Cook/](https://store.steampowered.com/app/2570710/Let_Him_Cook/)
- Created a game that amassed audiences of up to 2.6 million people through youtube content creators. <https://youtu.be/p7a34-5REX0?si=s8y2eFiSxJeTsBTm>
- Proficient understanding of Unity, C#, UI/UX, 2D animations, shader graphs, Jira, and Photoshop.
- Created localization systems that support Chinese, Spanish, and Portuguese.

### Race To Ruler - UI/UX and VFX Designer

New York, NY

Freelance

November 2023 - Present

- Designed wireframes and visual compositions for menu select systems.
- Created a fully custom UI navigation system to bypass Unity's automatic navigation system for keyboard and controller support using C#.
- Developed reusable and adjustable UI components for dynamic text hovering.
- Created over 25+ vfx assets for in-game battle scenes, UI pop ups, and background effects.

### Roots of Fury - Assistant Animator

New York, NY

Freelance, knit'n'purl game studio LLC

October 2023 - March 2024

- Created Unity specific dynamic animations and character fixtures using Spine.
- Optimized animation assets by reducing vertices and smoothed out artifacts using weight painting.
- Designed and implemented animation rigging systems to characters, enemies, and items.

## Achievements

### Steam Game Listing and Website

- Released my first commercial game on Steam and created a website with a press kit and community page. <https://www.hfstudios.org>

### App Store Publishing

- Released and published my first 3D game for both iOS and Android.

<https://www.hfstudios.org/other-games>

## Skills

### Design

- UI/UX	Proficient	<div style="width: 100%;"></div>
- 2D DESIGN	Proficient	<div style="width: 100%;"></div>
- VFX	Proficient	<div style="width: 100%;"></div>
- 3D DESIGN	Intermediate	<div style="width: 80%;"></div>

### Software

- UNITY	Proficient	<div style="width: 100%;"></div>
- ADOBE PHOTOSHOP	Proficient	<div style="width: 100%;"></div>
- VISUAL STUDIO C#	Proficient	<div style="width: 100%;"></div>
- JIRA	Intermediate	<div style="width: 80%;"></div>