

Diego Xander Valencia

Los Angeles, CA

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PORTFOLIO/DEMO REEL:

- <https://diegoxandervalencia.com/demo-reel/>

EDUCATION:

Worcester Polytechnic Institute (WPI), Worcester MA

Dec 2025

- **Bachelor of Art in Interactive Media and Game Design** - GPA 3.8

Ritsumeikan University, Osaka Prefecture, Japan

Oct 2025

- **Training Program in College of Information Science and Engineering**

SKILLS:

Language: Japanese (intermediate), Spanish (beginner)

Software: Maya/Blender, Cinema 4D, Unreal/Unity, Creative Cloud Suite, Excel, Figma

Technical: Communication, Illustration, Lip-syncing, Organization, Revision Management, Storyboarding

PROJECTS & EXPERIENCE:

Gameplay Animator, Shin'ai Team, Worcester MA

May 2025 – Oct 2025

- Created gameplay loops and level sequences for Shin'ai, a story-driven walking simulator
- Worked closely with team artists to exemplify character emotions

General Artist, Musically Assured Destruction Team, Los Angeles CA (Remote)

Jun 2026 – Current

- Drew concept art as well as in-game illustration assets
- Modelled and textured stylized character models

Gameplay Animator, Uncaged Team, Worcester MA

Feb 2025 – May 2025

- Created gameplay loops for Uncaged, a stylized third-person platformer
- Adjusted animation cycles to draw out "cartoony" movements

PAX East Booth Management, Worcester Polytechnic Institute, Boston MA

Mar 2024 – May 2025

- Designed posters & announcements to advertise for the booth
- Created presentation slides that would be shown throughout the whole event

Waiter/Barman, Shin-Sen-Gumi, Los Angeles CA

May 2026 – Current

- Greeted guests, prepared drinks, took orders and served food
- Learned and provided Japanese-style hospitality to customers

ADDITIONAL EXPERIENCE:

Admin, Tam Chiropractic Inc, South Pasadena CA

Oct 2025 – Jan 2026

Video Editor, Jazz History Database, Worcester MA

May 2022 – May 2025

Volunteer, Mechanics Hall, Worcester MA

Oct 2023 – Mar 2025

Secretary, Cheese Club, Worcester MA

Apr 2024 – May 2025

INTERESTS:

- Character Animation, Gameplay Animation, Mocap Cleanup
- Walks by the ocean, baking goods, fourth-wave coffee, traveling