

Feli Hoyos

felihoyos.dev@gmail.com

<https://www.linkedin.com/in/felihoyos>

felihoyos.dev

EDUCATION

School of Visual Arts, New York NY

SEP 2022 - PRESENT

- Produce various short games and films in a team setting following 3D & VFX Pipelines for real-time and pre-rendered projects.
- Follow a curriculum built around games encapsulating concepts such as game design, critical play, and game culture from both a historical and psychological perspective.
- Collaborate with peers to organize social gatherings, recruiting events, for various on-campus events such as the school's gaming club, Accepted Students Day, and Autodesk Student Ambassadors.

EXPERIENCE

Autodesk, New York NY — Autodesk Design & Make Student Ambassador

AUG 2024 - PRESENT

- Collaborate with fellow student ambassadors on campus to host educational and informational workshops about Autodesk software and the Design & Make program.
- Assist students with technical difficulties in Autodesk Maya, and act as a means of communication between SVA and Autodesk

WaxHeart Team, Remote — Tech Artist

MAY 2025 - SEP 2025

- Worked in with Unity's Particle Systems/VFX Graph to create visual effects for a 3D game using Universal Render Pipeline.
- Wrote Scripts in C# to integrate assets from the 3D/Tech Art teams into system set up by the engineering team.

Soba Studios, Remote — Content Creator

JUN 2023 - JUN 2024

- Collaborated with a team to create short-form educational content to onboard thousands of users for a mobile game creation platform
- Moderated and acted as a voice between the community of users and the developers of an app by organizing and hosting various events.
- Analyzed trends and algorithms to plan content that resonates with a target audience.
- Create and publish 2D and 3D games on a platform of over 10,000 users.

EGD Collective, New York NY — Game Studio Program Fellow

SEP 2023 - JAN 2024

- Worked in a simulated professional studio setting of over 90 people to create a AAA game on a student budget.
- Communicated and organized with team members to create a pipeline and workflow to assure the tasks are completed on time.
- Worked in conjunction with other developers from other departments such as programmers, narrative, game, and audio designers to plan how game mechanics will be implemented.
- Utilized software from the Adobe Creative Suite, Autodesk Maya, Unity, and Unreal Engine to bridge the gap between artists and programmers.

SKILLS

Proficient in:

- Autodesk Maya
- Unity
- Unreal Engine
- Adobe Creative Cloud Software
- Microsoft Office Suite
- Public Speaking
- Community Management

LANGUAGES

English - Fluent

Español (Spanish) - Fluent

日本語 (Japanese) - Basic Level

School of Visual Arts, New York NY — Audio Visual Technician

NOV 2022 - PRESENT

- Work with both students and staff to troubleshoot and ensure that the school's technology remains in operation.
- Operate and fix video/audio output systems ranging from projectors, screens, speakers, and MacOS computers.

Accepted Students Day Leader

APR 2023 - APR 2025

- Coordinated with fellow student leaders to tour prospective students and families through the school's campus and facilities.
- Fostered relations between incoming students and campus leaders to further integrate them into the school's community.

VOLUNTEER WORK

Games For Change Festival, New York NY — G4C Arcade Docent

JUN 2024-2025

- Configure and manage Meta Quest 3 VR Headsets, mobile devices, and PC stations to provide an immersive experience for festival attendees while tending to any technical issues that were encountered.
- Ensure proper sanitary protocols were followed by handling the upkeep and maintenance of equipment.
- Schedule, coordinate, and manage reservations for attendees of the festival.