

# Hector Robles

## Senior Game Designer

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### Hector G. Robles

United States

727.272.5980

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LinkedIn <https://www.linkedin.com/in/hectorrobles>

Experienced Bilingual international Designer with over 15 published enterprise and mid-level products. Utilizing proven design concepts, agile production methods, and analytics to achieve engaging experiences. Published products including, a Game Art course, highly-rated mobile games, Cyber Security Educational Games, and productivity apps.

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### Skills

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User Experience Design	Adobe Illustrator
User Interface Design	Adobe XD
Blender 3D	Adobe Suite
Microsoft Word	Azure
Microsoft Excel	Unity3D
Iterative Design	Wireframes
Interactive Mockups	Krita

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### Experience\*

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#### Circadence / Lead Designer

SEPTEMBER 2017 – 2020, REMOTE, BOULDER, COLORADO, USA

Take on complex subjects, and transform them into fun and engaging gameplay. Using modern teaching and gamification techniques to train others in the themes of Cybersecurity.

#### Devslopes.com / Game Art and Design Instructor

DECEMBER 2016 - JUNE 2017, SAN LUIS OBISPO, CALIFORNIA, USA

Created a best selling Blender 3D course on the Udemy Platform. Created Characters and Assets for a Prison Based Roleplaying game using Blender for 3D modeling, Lighting, rigging, and animation. Teaching via video, and writing tutorials for a 100k plus student base.

#### Type2Designs, Inc. / Designer and Project Manager

NOVEMBER 2013 - AUGUST 2014, TAMPA, FLORIDA, USA

Lead the design, UX, UI, and functionality for mobile applications that serve various large markets and public services. Implemented the AGILE production system with the YouTrack task management system. Designed the functionality and UX for the ListasLocales.com app which has a huge grasp of the Latino market.

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## Reliance Games / Game Designer

FEBRUARY 2012 - FEBRUARY 2013, PUNE, MAHARASHTRA, INDIA

Played a key role as a Game Designer directing the gameplay, Level design, and UX for high profile mobile games Like Dancing With The Stars: On the Move, Total Recall, and other high earning Free2Play games. Responsible for designing mobile game functionality, social integration, monetization systems, User Interface, and User Experience for Free-to-Play and Premium mobile games released on iOS and Android.

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## Education

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### The Art Institute of Tampa / Game Art and Design

SEPTEMBER 2006 - SEPTEMBER 2010, TAMPA, FL, USA

Dean's List and founder of the Game Design Club.

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## Certificates

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### Game Developer Business and Legal Guide. UdemY Course

Certification Date Jan 2016 – Present License UC-64GDAF70

### Register Copyrights Without a Lawyer. UdemY Course

Certification Date Jan 2016 – Present License UC-RQT6FVNZ

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## Military Service

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### US Army / Military Police Officer

2002 - 2008

Decorated Combat Veteran during Operation Iraqi Freedom in 2003 performing Detainee Ops and field security. Honorably Discharged.

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## Language

English  
Spanish

★★★★★ Native  
★★★★★ Native

\*Additional experience can be found on LinkedIn