

NATALIA DALOMBA

UNITY GAME DEVELOPER

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<https://www.starforce.games/portfolio>
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<https://github.com/NatiSFG>

SUMMARY

Highly proficient Game Developer bringing proven history of successfully utilizing latest technologies to create exciting games. Highly energetic professional with over 5 years of experience in Unity and C# and meticulous eye for detail. Thorough understanding of gaming trends combined with expertise implementing various gameplay mechanics for multiple platforms.

SKILLS

- C#
- Unity
- Gameplay
- AI
- Java
- Agile
- Blender
- Mobile Game Development
- UI
- 2D/3D Art
- HDRP/URP
- Timeline/Cinemachine

WORK HISTORY

8/2023 - Current
Austin, TX

Founder & Game Developer
Star Force Games

<https://www.starforce.games/>

- Debugged and tested game features to support quality assurance requirements.
- Prioritized tasks and carefully managed time to consistently meet delivery dates.
- Created 3D models, textures, animations and other assets for multiple video games.

9/2019 - 8/2023
East Brunswick, NJ

Co-Founder & Game Artist
2kPixel Studios

<https://2kpixelstudios.net/>

- Wrote XML files for quest-lines and dialogue.
- Created hand drawn concept art, rigged and animated models, sculpted terrain, imported PBR-based assets, set up prefabs and place in-game.
- Showcased approved Steam game Twinora at Comic Con for Kids 2019 at Greater Philadelphia Expo Center.
- Designed game levels using Unity Editor.

- 12/2017 - 2/2018 **Game Artist Intern**
Bloomfield, NJ **Golden Dragon Studio**
- Created terrain artwork for 2D game using Photoshop with Wacom tablet.
 - Collaborated with teammates to meet tight deadlines.

EDUCATION

- 1/2025 **Certificate: Professional Unity Developer Program**
GameDevHQ - Remote
<https://blog.gamedevhq.com/>
- 5/2018 **Bachelor of Arts: Game Design**
Bloomfield College - Bloomfield, NJ
Awarded the Martha and Irving Weinberg Award
- Programming I, II
 - Group Game Project I, II, III
 - Game Capstone
 - Game Design Methodology
- 8/2016 **Associate of Arts: Game Design**
Mercer County Community College - West Windsor, NJ
- Game Design I, II
 - Game Development
 - 3D Modeling I
 - Introduction to Programming

CERTIFICATIONS

- 6/2018 **Blender 3D Modeling for Unity Video Game Development**
<https://www.udemy.com/certificate/UC-9UGG2VZ0/>
Created 3D models, designed modular level pieces, experimented with modifiers on 3D models, applied materials and created animations in Blender.

PROJECTS

- 5/2020 **Unity Asset Store Package**
<https://www.starforce.games/portfolio/witchs-camp-unity-asset-package>
Selling Witch's Camp Environment Kit Asset Package on the Unity Asset Store.
- 11/2023 **Space Shooter**
<https://www.starforce.games/portfolio/space-shooter>
Fully programmed 2D game using Unity and C#. Strengthened my understanding on how to create solid and scalable code architecture.
- 6/2022 **Rain**
<https://www.starforce.games/portfolio/rain>
A game developed in Java where I honed skills in creating 2D art, sprite sheets and game programming in the Eclipse IDE.