

CHARLES CASTRO

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Student at City College of New York, Currently
Learning about Game Design & Development.

EDUCATION

Laguardia Community College:

New Media Technology(A.A.S)

Graduated Spring 2025

Coursework in:

- 3D Modeling and animation
- Game Design fundamentals
- Graphic design

SOFTWARE

- Adobe Creative Suite (Illustrator, Photoshop, Premiere, & Indesign...)
- Blender 3D Modeling
- HTML/CSS
- Unreal Engine
- Clip Studio Paint

INTERESTS/HOBBIES

- 3D modeling & Sculpting
- Digital Drawing
- Game Design
- Graphic Design

SKILLS

- Project/Event management
- 3D Modeling
- Amateur Design/Art
- Bilingual (English/Spanish)

WORK EXPERIENCE

N.A.F. Internship Program: (2022)

Gained experience with an employer based on funding creatives ideas & worked with them to learn about how to work in group projects & team building skills

Presented an idea to the employer based on a recycling app to fight the ongoing struggle with bad recycling habits and climate change to test how we developed our presenting skills.