



James Yglesias

Resume & Qualification Summary

Personal Profile

Visual and graphic designer with a focus on 3D art and technology. A careful planner and adaptable problem solver, excels at communication, finding solutions, and creating professional processes. Experienced with working on small and large teams in an agile work environment.

✉ yglesias511@gmail.com 📞 703-901-8275 📍 Virginia, United States 🔗 [linkedin.com/in/jfyglesias](https://www.linkedin.com/in/jfyglesias)

Languages

English - *Advanced*



Spanish - *Beginner*



Danish - *Limited*



Skills and Competencies

Autodesk 3DS Max
Autodesk Maya
3D Modelling
3D Printing
CAD
Siemens TeamCenter & NX
Adobe Creative Suite
Typography
Unity3D
Microsoft Office

Education

George Mason University

Bachelor of Fine Arts
Computer Game Design
Cum Laude
Minors in Graphic Design & Business

Northern Virginia Community College

Associate of Science
General Studies

Professional Experience

**Newport News Shipbuilding
Huntington-Ingalls Industries**
Designer 2

Sept 2018 - Present

Designs and modifies product models to facilitate manufacturing operations. Proficient in using Siemens NX and TeamCenter to create 3D models and coordinate with designers and engineers. Exhibits knowledge of manufacturing supply chain and upstream & downstream processes.

STEM exCEL, LLC
Manager & Instructor

Feb 2015 - Sept 2018

Equipment/Logistics Manager of STEM exCEL, LLC. Responsibilities include preparation of laptops and physical equipment for classroom use, as well as management of instructor teams. During my time as manager we saw an overall increase in business of over 300%. Promoted from Instructor position, where primary responsibilities included teaching and leading classes of children aged 6 to 12 years old.

Project Experience

Harbingers
3D Modeler & Programmer

January - May 2014

Part of a small team of developers responsible for prototyping an action-adventure game. Players are placed in the middle of a war between Norse and Egyptian gods with sci-fi elements.

**Center for Advancing
Correctional Excellence**
Sound Designer

January - May 2013

Part of a team of developers responsible for prototyping game titled Life Quest. Intended to be used to assist probationers seeking more control in the probation process. I worked through the conceptual prototyping phase, developing both sound effects and music as well as coding necessary for implementation of these features.