

Ximena Valeria Cabañas Sánchez

Game Designer, UI/UX Designer,
Project Manager, Technical Artist

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EDUCATION

MBA Digital And Creative Business Administration, AMERIKE

present | CDMX, Mexico

- Problem solving with creative solutions
- A profound comprehension of market tendencies and strategy developing
- Leadership and management of creative teams and departments in an effective manner
- Adaptability and adoption of technological tools
- Implementation of marketing strategies

B.S. in Computer Science and Technology,

Instituto Tecnológico de Estudios Superiores de Monterrey

Monterrey, Mexico

Specialized in Videogame Design (6 months)

- Art for engineers
- Asset creation
- Game Design
- Blender Basics
- Unity Intermediates

PROFESSIONAL EXPERIENCE

Artist Trainee, BitAllForce

2022 Nov – present | CDMX, Mexico

- Character concept creation
- Asset production
- Narrative creation
- Background Investigation

LANGUAGES

English (B2 TOEFL IBT),

French (B1 Studied in Tecnológico de Monterrey),

Mexican Sign Language (LSM) (A1 Manos que Escuchan A. C.)

ACADEMIC ORGANIZATIONS

Student Engineering Society, President

2021 – 2022 | Toluca de Lerdo, Mexico

Organization advocating for engineering experiences for students by students.

Colours Student Group, President

2019 – 2021 | Toluca de Lerdo, Mexico

Student group focused on defending and creating safe spaces for LGBTQIA+ people in the institution

Scouts of Mexico A.C.,

Team Subcoordinator

2010 – 2017 | Toluca de Lerdo, Mexico

Association focused on social labor to help the preservation and development of public spaces and nature

COURSES

Game Development For Beginners, Videogames Academy 2022

- Identify the essential elements that involve a good and memorable game experience
- Unity Intermediate
- Blender Essentials

2D Art For Videogames, Videogames Academy 2022

- Learn to represent in visual media the character's personality to then bring them to life
- Implement different illustration and coloring technics to represent characters and scenarios
- Vectorization to have the best quality in all the projects

"Fantastic Histories" Course, Videogames Accademy 2022

- Identify and replicate the elements of narrated stories
- Storyboard creation and the importance of pictorial analysis
- Video editing and creation with Adobe Premiere Pro

Fundamentals of Graphic Design, California Institute of the Arts 2023

- Implement the fundamentals of color: visual, rhythm, and pattern in design
- Use scale, weight, direction, texture, and space in a composition
- Typeset text and experiment with letter forms
- Create my own series of images using different image-making techniques

Kanban Agile For Tech Teams, GenMan Solutions 2022

- Kanban Principles
- How Kanban is different from Scrum & Extreme Programming
- Finding various inefficiencies in your process using the Kanban board
- Definition of done in Kanban
- Daily Standup in Kanban
- Specifying rules in Kanban

Facebook Above and Beyond Computer Science Program Autumn 2021, Facebook 2021

- The mentoring program focused on problem-solving and technical skills development

ORGANIZATIONS

Project Management Institute (PMI)

present | Monterrey, Mexico

World's largest project manager community, connecting you with thought leaders and trend-setters around the globe

Interaction Design Foundation (IxDF)

present | Monterrey, Mexico

Market leaders in online design education because the world's leading experts create our content and because we're specialized in design.

Women In Gamex

present | Toluca de Lerdo, Mexico

Movement, community, and initiative that wants to advocate, visibilize and sensibilize the work of women in the game industry in the Mexican and Latin American surroundings