

› Personal

Birthday 2nd July 1984
Gender Male
Nationality Uruguayan
Residence Uruguay

› Contact

+598 99 279 739
skuvy8@gmail.com
mail@skuvy.com
www.skuvy.com
(Work Portfolio)

› About Me

Hello! I'm Santiago, a highly creative and interdisciplinary graphic designer with a huge imagination. I'm passionate about creating and producing multimedia content. I have over 15 years of experience working for different brands and projects with exceptional collaborative skills, and great verbal communication abilities. I grew up in Uruguay and have moved across the world learning from foreign cultures and expanding my perspective and creativity.

I take every project seriously and with passion delivering a perfect end product.

› Specialties

Video Game Design
Graphic Design
Web Development
Server Administration
Community Management

› Top Skills

Communication
Creativity
Technology
Planning
Initiative
Negotiation
Networking
Empathy

› Published Games

Kuros Classic
Rainbow Puke
Pixel Dodgers
Playing for a Better World
Ecologito

› Achievements

Games Featured by Apple and Google Worldwide in homepage.
Incubated by Ingenio / Graduated
Nominee for Best Game at CoNavi
Co-Founder of the Uruguayan Videogame Chamber (CAVI)
Games for Plan Ceibal Tablets

Santiago Arin Munyo

Creative Designer & Developer

› Work Experience

Creative Director, Producer / Co-Founder

MyBox Game Studio

Video Game Development for Mobile Platforms (iOS, tvOS, Android, Amazon). www.myboxgamestudio.com

2013 - Present

Member / Co-Founder

CAVI - Uruguayan Gamedev Association

Created in December 2016 in order to promote the video game development industry in Uruguay. www.cavi.uy

2016 - Present

Graphic Artist , Web Designer, Webmaster

Freelance

Web & Graphic solutions: Website development (design & coding), Media print design, Promotional video editing, 3D Modelling, Animation, Webmaster, Forum Administrator, Marketing and Community manager. www.skuvy.com

2005 - Present

Creative Director, Manager / Founder

Super Posters Uruguay

Online Store for High Quality Printed Posters.

2015 - 2018

Artist, VJ (Live Visuals) / Co-Founder

The Estay Bros & Sis

Electronic Music Band, Live Jams and Events.

2016 - 2018

Artist Designer, Producer / Co-Founder

Kawabonga Fantastic

Multimedia Design and Production (YouTube Channel)

2016 - 2017

Senior System Administrator, Technical Support

TATA Consultancy Services (TCS)

Server Administrator (Linux, UNIX, Mainframe, Windows). www.tcs.com

2012 - 2015

Director, System Administrator / Co-Founder

Uyuyuy Host

Web Hosting and Domain Provider. www.uyuyuyhost.com

2009 - 2012

Creative Design and Production

Pinar Designs

Branding and Social Strategy. UX/UI - Interfaces and web Design, illustration, iconography, Advertising and Communication Design.

2007 - 2011

Server Administrator, Technical Support, Manager

Total Server Solutions (TSS)

Management and Support of Web Server (Linux, UNIX, MySQL, PHP, Apache). End user Support Manager. www.totalserversolutions.com

2008 - 2010

Network Administrator , Technical Support

Dedicado Telecomunicaciones

Internet Service Provider (ISP). Level 2 Support at Customer Service Center. www.dedicado.com.uy

2007

› Languages

English - Advanced / Fluent
Spanish - Native
Portuguese - Basic
Italian - Basic

› Events

San Francisco, USA

Game Developers Conference (GDC)
2016 / 2017 / 2018
Game Connection 2016 / 2017 / 2018
Google Developer Day 2017 / 2018
Big Indie Pitch 2017 / 2018
Unity 3D Central 2018
XPerience Networking Mixer 2018

Buenos Aires / Argentina

Exposición de Videojuegos Argentina
(EVA) 2015 / 2017

Uruguay

Gamelab 2016 / 2017
LEVEL UY Game Dev Summit 2017
Testing Knights 2017
Montevideo Comics 2016
Gamedev Meetups 2017
Concurso Nacional de
Videojuegos 2017
Tecnologica 2015 / 2016

› References

Alvaro Azofra
Ironhide Game Studio
Director, Graphic Designer, Game
Planner / Co-Founder
+598 99 138 893

Gonzalo Sande
Ironhide Game Studio
Art Director / Co-Founder
+598 99 496 385

Jesus Fabre
ARVORE Immersive Experiences
Public Relations, Social Media &
Business Consultant
+34 626 221 809

Ing. Diego Costanzo
TATA Consultancy Services
Project Manager
+598 94 964 448

Ing. Juan Pablo Olivera
Netlabs
Project Manager, System
Administrator
+598 99 074 784

Rafael Garcia
Ingenio Incubadora (LATU)
Director
rgarcia@latu.org.uy

Daniel Goldman
InnMentor
Director / Founder
+598 91 647 182

› Education

Academic

Bachelor of Information Technology

Higher Technological Institute (UTU-ITS)
System administration, Databases, Programming Languages,
Operative Systems (Windows, Linux, Unix, DOS), Web Design. Server
administration.
2004 - 2006

Elementary and High School (Bilingual)

Colegio Inglés (English School)
Fluent English in Oral and Writing. Oxford International Exam and
First International Exam. www.colegioingles.edu.uy
1991 - 2000

Courses and Workshops

User Experience Workshop

LEVEL UY Game Dev Summit
Iteration, feedback, and culture: Improving the user experience in
your studio. Professor: Jason Schklar (Expert in User Interface and
User Experience). www.leveluy.com
2016

F2P Game Workshop

LEVEL UY Game Dev Summit
Roadmap for an F2P Game. Professor: Ricardo Carretero (Principal
Game Designer at King). www.leveluy.com
2016

Carrying out an Indie Studio Workshop

LEVEL UY Game Dev Summit
Obstacles and crisis involved in carrying out an indie study
without resources, creating and discovering your original IPs.
Professors: Sam y Seth Coster (co-founders at Butterscotch
Shenanigans). www.leveluy.com
2016

Graphic and Web Design Course

BIOS Institute
Graphic Design Software, Website Design and Development,
Webmaster Tools. www.biosportal.com
2004

PC Repair and Maintenance Course

PROET Institute
Hardware Performance, Windows Administrator Security and
Backups, Repair Software and Tools.
2003

Advanced English Course

The Hampstead School of English
English Course as exchange student at London, England.
2001

Art Workshop

Acuarela
Drawing, Oil Painting, Watercolor, Art Work Presentation.
1997 - 1999

Art Workshops

Colegio Inglés (English School)
Drawing, Oil Painting, Watercolor, Plastic art, Clay, Comics.
1992 - 1996