



CONTACT

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EDUCATION

GEORGIA STATE UNIVERSITY
Bachelor's in Game Design
Associate's in Computer Science

MARIETTA HIGH SCHOOL High School Diploma

SKILLS

Trilingual, Project Management, QA, Game Design, Team Leader, Music Making, Trainer, Detailed-Focused, Storyteller, Testing, Customer Service, and Portuguese.

TOOLS

Excel, Photoshop, Office 360, Unreal Engine, Unity, Python, HTML, Premiere Pro.

Jonathan Silva

ARTIST STATEMENT

Within every story lies the power to inspire. Through music, design, and dialogue, I weave tales that kindle the imagination. My mission is to uplift souls, and my purpose is to craft unforgettable narratives. Employing creative essence, stories transcend, whether built upon a melody, a character, or a mere edifice. Immersion sprouts not just from realism, but from narrative. I channel this essence, forging worlds where characters linger in dreams and tales echo indefinitely.

EXPERIENCE

SPECIALIST Apple | Smyrna, GA | 2023-2024

I excelled in delivering exceptional customer experiences and tailored technology solutions, leveraging in-depth product knowledge and a passion for Apple's innovative ecosystem to drive customer satisfaction and sales success.

SUBJECT MATTER EXPERT/TRAINER
TaskUs (Riot) | Remote, Atlanta, GA | 2021-2022

ADT Trained. Corporate trainer, created training content, and worked on designs to better help gamers with many client/game issues.

TECHNOLOGY INSTRUCTOR Idea Lab KIDS | Smyrna, GA | 2019-2022

Created curriculum and taught many subjects such as: Video game modding, programming, animation, music, editing, 3d modeling, and other subjects like science and robotics.

ELECTRONICS SPECIALIST Target | Smyrna, GA | 2019-2021

I assisted customers with game and console inquiries, managed inventory, and ensured the gaming area was well-organized and updated. My product knowledge and customer service contributed to achieving sales targets.