

# Chansocphenra (Phet) Salcido

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Level Designer and Environment Artist. Interested in design roles in video games!

## Education

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### Carnegie Mellon University

B.F.A Fine Arts, Concentration in Electronic & Time-Based Art

Aug 2020 – July 2025

Minor in Animation & Special Effects

Relevant coursework: Animation, art, & Technology, Real-time Animation, Distributed Game Studio: Game Art Pipeline, Gaming Culture and Culture of Games, Little Games/Big Stories: Indie Roleplaying Game Studio

## Experience

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### Level Designer & Environment Designer, God of War: Sons of Sparta, [Mega Cat Studios](#)

July 2024 – April 2025

(Full-time)

- Designed level layouts, environmental puzzles, and key game locations to support gameplay flow, exploration, and narrative pacing
- Created and conceptualized in-game environment arts based off of design layouts and visual direction,, collaborating closely with the art and design teams. Responsible for revisions for environment design, level art, and set dressing.

### Principal Art Director, [Clique Games](#)

April 2023 – Dec 2023

(Contract)

- Responsible for defining company visual identity, including creating assets for marketing materials, layout designs, studio website, and animated video sequences
- Visual development for VR indie titles [Rogue Ascent](#) and additional 2D art for [Dragon Fist: VR Kung Fu](#)

### XR Undergraduate Project Assistant, CMU Entertainment Technology Center

May 2021 – June 2024

(Part-time)

- Modeled, textured, and animated 3D assets and environments for interactive XR experiences in ARENA for the organization's Outreach & Engagement. Past partners included STEM Coding Lab, UPMC Children's Hospital, The Children's Museum of Pittsburgh, and Pittsburgh Public schools

### Junior Tech Advisor, IDEATe Carnegie Mellon University

Jan 2022 – May 2024

(Part-time)

- Maintained record of IDEATe facilities equipment and assisted students utilizing and purchasing required materials and machines
- Monitored laser cutter and 3D printing facilities and assisted student projects

## Teaching & Outreach

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### Junior Fellow, Pittsburgh Tech & Media Educational Fellowship

April 2025 – Present

(Contract)

- Junior Fellow for [BootUp Pittsburgh](#) at Community Forge. Responsible for designing curriculum, facilitating classes and activities, and serving as an educator for the BootUp Academy and partner programs

### Adjunct Instructor, CMU Entertainment Technology Center

June 2025 – Aug 2025

(Contract, Seasonal)

- Co-instructed rapid course for the CMU Summer Academy of Math and Sciences pre-college program. Led instruction on industry workflows and software for game design
- Supervised and guided student-led projects for the [ETC CAVERN](#)

### Teaching Assistant, CMU School of Art

Jan 2023 – May 2023

(Part-time)

- Provided technical support for student projects and coursework for the course 60-420 "Mediated Realities".

## Skills

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**Game Design:** level design, rapid prototyping, puzzle design

**Software & Tools:** Unity, Unreal Engine 5, Autodesk Maya, Blender, Substance Painter, Adobe CC, JIRA, Miro

**3D/2D:** Illustration, Storyboarding, 2D animation, 3D modeling & texturing, UX/UI design, graphic design

**Languages:** English (native), French (conversational), Central Khmer (limited proficiency)