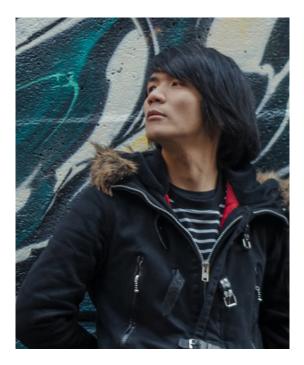# MEDIA ARTS

3D MODELING, ANIMATION, VISUAL EFFECTS, GAME DESIGN & PROGRAMMING

CHARLES CUE

FACULTY

Charles graduated with a Bachelor's Degree in Computer Science with Specialization in Software Technology from De La Salle University-Manila. Upon graduation, he started working as a Game Programmer for a Philippine Game Company called **Anino**. Developing games for Facebook, Web, and Mobile platforms, including *Ben 10: Omnihub* from **Cartoon Network**. He would later pursue his career as he founded his indie game company **White Ravens Games**, and developed a game *Soul Story*, which eventually won the **Philippines Best Indie Game Award** for 2013.

He would later move to Canada to study at LaSalle College Vancouver, graduating from the Game Design program in Summer 2014, and winning the school's Outstanding Achievement award. Upon graduation, he started working as a Game Designer at **Imaginary Games** on the Tim Burton-esque themed mobile card game *Afterland*.

In 2016, he would work for **V2 Games** as a Technical Game Designer and eventually as a Lead Game Designer. Some games he designed include the multiplayer mobile battle-arena *Beast Brawlers*, an NFL-inspired mobile card game Fantasy Football Coach, and a kawaii-themed idle game for **Sanrio**.

While working in the industry, he continued developing games for White Ravens Games, where he crowdfunded and published an original anime-themed board game *Sweet Sabotage* in 2016.

Whenever he's not designing nor teaching games, Charles is a big fan of Japanese culture, anime, and cosplay. He also loves learning about business and e-commerce, and is commonly seen helping his wife sell arts and crafts in anime conventions around Canada.

LaSalle College
Vancouver