



GABRIEL SERRANO ROSABAL

CREATIVE AND TECHNOLOGICAL
BUSINESS ENTREPRENEUR AND
DIGITAL ARTIST

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ABOUT ME

The Videogame development industry is my passion. I've been in the industry for over 12 years, moving forward Costa Rica's development ecosystem, leading successful development teams and leading some of the most important academic achievements in our country. I've traveled the world making contacts, friends and expanding the costarican and latin american industry for developers around the continent towards new heights into North America, Europe, Asia and Africa. I've been a consultant, project and studio manager, artist and business developer for some of the most renown companies and projects that came out of my country, and I'm always open for the next big challenge! **Detailed info and achivements at gabrielherrano.com**



WORK EXPERIENCE

CEO. Frame 3 Studio

Outsource videogame development company. | 2012-Today

- Business development. Strategic project planning
- PR and Production (Project Owner / Project Management)
- Finance and market projection

Researcher. UNED

Researcher in the field of emerging technologies. | 2018-Today

- Academic researcher for the Micro and Small Companies' Observatory (OMIPYME) in the field of new tech and tendencies for entrepreneurs.
- Tool developer and Project Manager (AR/VR Technologies) for entrepreneurs.

Academic Director. Creativa University (U Creativa)

Director of the Majors of Videogame Development and Digital Animation. | Enero 2015 - 2023

- In charge of developing new academic programs and courses and keep the current ones updated
- Overseer of academic life (teachers and students) and student's needs
- Professor in several courses of the majors

Vicepresident. ASODEV

The Costarican Videogame Developers Association | 2022-2023

- PR, event and industry development for the country



SUPERIOR STUDIES

Creativa University

Technical Studies in Programming for Machine Learning | 2020-Today

Veritas University

Licenciature Degree in Digital Animation | 2006-2012



SKILLS

- Great PR skills (written and spoken)
- Teamwork and leadership
- Organization and problem solving
- Digital Art and eye for detail (3D and 2D)
- CG software packages (Maya, Blender, Unreal Engine, Zbrush, etc)
- Agile project management (SCRUM)



LANGUAGES

Spanish
Native

Inglés:
High (C1)