

EDUCATION

School of Art and Design at the University of Wisconsin - Stout

Bachelor of Fine Arts - Concentration in Multimedia Design

Bachelor of Applied Science - Game Design and Development - Concentration in Art

Cumulative GPA: 3.644

SKILLS AND ABILITIES

Design and Development

- Extensive experience working with HTML, CSS, and Javascript
- Ability to execute pixel-perfect markup that is efficient, semantic, and well-organized.
- Create visual designs that are interesting and engaging.
- Craft highly compelling user experiences

Adobe Suite

- Extensive working knowledge of Photoshop, Illustrator, InDesign, After Effects, and Premiere

Other Skills

- Exceptional Computer Skills
- Communicates ideas clearly, both verbally and visually

ACTIVITIES AND AWARDS

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|---|-----------------------------------|---------------------------|
| - First place in E3 College Game Competition (Art Lead) | - Artist-In-Residence at UW-Stout | - SIGGRAPH Vice President |
| - Runner-up Student Award - MET 2012 | - Studied Abroad | - SIGGRAPH Webmaster |
| - Work part of Best of Design Show 2012 | - IGDA Webmaster | - Chancellors Award |

EXPERIENCE

Student Center Web Designer

2011 - 2014

University of Wisconsin - Stout

- Work closely with faculty to ensure their needs are met.
- Utilize design ability to achieve aesthetically successful work.
- Self-manage projects and time.

3D Modeling and Animation Teaching Assistant

2012 - 2013

University of Wisconsin - Stout

- Assist students with modeling, materials, animation, and rendering.
- Give feedback to students on projects and various work.
- Help students develop a good, solid workflow while working with 3D.

Bookseller

2008 - 2011

Walden Books

- Assisted many customers each day.
- Prioritized work around the store.
- Aided in the training of new employees.