

Contact

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Education

COLUMBIA COLLEGE CHICAGO | Chicago - IL

Bachelor of Arts in GameDesign - May 2019

GPA: 3.6

Awards/Recognition

- Columbia College Chicago's 2018 Manifest Game Jam - *Jammie Award*
- Columbia College Chicago's Spring 2017 Dean's List

Technical Skills

GAME DESIGN

- Level Design / Gray Boxing
- Puzzle Design
- UI Design
- Playtesting
- Story Writing
- Project Management

GAME ENGINES

- Unity 3D
- Unreal Engine 4
- Construct 2

PROGRAMMING

- C# (+Unity MonoBehaviour)
- Unreal Blueprints
- C++
- HTML / CSS

OTHER SOFTWARE

- Microsoft Word/Excel/PowerPoint, Google Docs/Sheets/Slides
- Visual Studio
- 3D Studio Max, Maya, Blender
- Photoshop, Affinity Photo
- Illustrator, Affinity Designer
- After Effects, Premiere

Interpersonal skills

- Attention to Detail
- Teamwork
- Leadership
- Organization
- Time Management
- Communication

Job Experience

Cashier

Charcoal Flamel | July 2019 - Present

Cashier/Customer Service

Taco Bell | Nov 2015 - Jan 2017

Sales Associate

Walmart | June 2014 - January 2015
