2266 E Walling Dr.
Boise, ID 83712
(208)571-0320
aturrittin@gmail.com

Alexander Turrittin

SKILLS

Unity, Maya, Blender, Live 2d Cubism, C#, CSS, HTML, ArmorPaint, Game
Development, VR/AR Development, Web Development, Built my own PC, Word, Excel

(see education section for more)

WORK EXPERIENCE

Lionbridge Technologies, Boise — *Game Tester*

October 2022 - January 2023

- Jira
- Attention to detail

Sonic Drive-In, Boise — *Cook*

April 2019 - PRESENT

- Cooked food
- Kept workstations clean and organized
- Communication and cooperation

Levco Builders, Garden City — *General Laborer*

June 2017 - August 2018

- Painting, Framing, Demolition, etc.
- Customer Relations

EDUCATION

Boise State University (Undergrad) — *GIMM* *(Gaming, Interactive Media, Mobile Technologies)*

August 2021 - PRESENT

We focus on video game creation as well as mobile web development. I have
experience using a variety of coding languages, mainly C# in working with Unity.
I have worked with HTML and CSS in visual studio to create mobile-friendly
websites. I have used Maya, Blender, and Armorpaint to create 3D characters,
assets, and animations. I use Adobe applications for design and concept work as
well as 2D animations.

Glass Cockpit Aviation — *Student Pilot*

June 2019 - July 2021

I have over 50 hours of flight time logged. I have soloed twice; once out of the Nampa municipal airport, and once out of the Boise airport. Flying involves excellent spatial awareness and coordination, good communication and team working skills, critical decisive thinking, the ability to remain calm under pressure, confidence and self-discipline, and more.

College of Western Idaho

August 2020 - May 2021

I went to CWI to get my lower division credits because CWI is cheaper than BSU. After that I transferred to BSU's GIMM program.

AWARDS

Dean's List