

ANTHONY CLAVEL

Computer Game Designer

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A motivated and ambitious student pursuing a BFA in Computer Game Design at George Mason University (GPA 3.78). Eager to join the video game industry to assist in creating and implementing 3D game art, as well as establishing long-lasting relationships with members in the industry's discourse community, along with its gaming enthusiasts. Strong relevant experience and skills across various disciplines in game design.

EDUCATION

PRESENT 2020

BFA COMPUTER GAME DESIGN, GEORGE MASON UNIVERSITY (GPA 3.78)

- Dean's list for Spring 2018, Fall 2018, Spring 2019, and Fall 2019
- Expected graduation – May 2021

Relevant Coursework:

- Applied Coding for Game Designers
- Computer Animation for Games
- Computer Game Platform Analysis
- Digital Painting for Games
- Online and Mobile Gaming
- Story Design for Computer Games
- Writing and Editing Music and Sound

JUNE 2017

ADVANCED STUDIES DIPLOMA, RIVERBEND HIGH SCHOOL (GPA 4.00)

Activities:

- Future Business Leaders of America (Grade 11)
- National Technical Honor Society (Grade 11)
- SkillsUSA (Grade 12)
- Spanish Honor Society (Grade 12)
- Technology Student Association (Grade 9-10)

Volunteer:

- Mentored a foreign exchange student from Posan High School, South Korea (Grade 11)

SKILLS

- Analytical skills, interpersonal skills, leadership, oral and written communication, organizational skills, quick learning, strong work ethics
- Mastery of Adobe software (Photoshop, Premiere, Fuse), Autodesk software (3DS Max, AutoCAD), game engines (Unity, Unreal Engine), programming (C#, CSS, HTML), Microsoft Office programs (Excel, PowerPoint, Word), and Logic Pro X

LANGUAGES

- English (Advanced)
- Spanish (Conversational)