

Vitaly Pronin

Education

Rochester Institute of Technology

Bachelor of Science Game Design and Development

- GPA of 3.91 (Dean's List 2019)
- Expected to Graduate in May 2023
- Minor in 3D Design, Immersion in Psychology

Projects

Norman the Neckbeard

(5 months)

- Developed a small platformer with Monogame, communicating and programming with a team of 4 people.
- Conceptualized, designed, animated, and implemented all in-game sprites.

Sugar Bomb

(3 months)

- Designed and developed a stop-motion animation utilizing 6 hand-drawn backgrounds and 12 jointed paper puppets.
- Won Scholastic Art & Writing Gold Key Award.

Work Experience

Newport Yacht Club Race Committee

Rochester, NY (June 2019 - Aug 2019)

- Planned and prepared race courses for sail boats.
- Aided any capsized boats on the water.
- Recorded start and end times for the racers.

Masswepie Scout Camps Counselor

Tupper Lake, NY (June 2018 - Aug 2018)

- Instructed extensive courses for merit badges of several varying fields.
 - *First Aid, Wilderness Survival, Space Exploration, Woodcarving, Fish & Wildlife*
- Prepared and served meals for hundreds of campers.
- Covered front desk support at the main office.
- Supervised incoming group of Counselors in Training.
- Acted and sang in performances in front of camp-wide audiences.

Massawepie Scout Camps CIT

Tupper Lake, NY (July 2017 - Aug 2017)

- Mastered leadership and teamwork abilities through a training course.

Contact

24 Falling Creek Rd, NY
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Objective

Looking for a position in **concept art** or **sprite design** with game development.
Available for work **May** through **August** 2021.

Skills

Languages

C#
HTML
CSS
JavaScript

Software

Adobe Photoshop
Adobe Illustrator
Visual Studio
Unity
Maya
Git

Specializations

Graphic Design
Logo Design
Character Design
Pixel Art