Colin Koestler

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1. Technical and Soft Skills

- C#
- HTML 5
- Bootstrap
- .Net FrameWork
- MVC Framework
- ASP.Net

- Strong communication and leadership skills within working teams and classroom environments.
- Able to quickly learn new skills, technologies and applications.
- Ability to work in both PC and Mac environments.

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2. Experience

FEBRUARY 2019 – PRESENT
Framer/Framing Manager/ Michaels, Carmel, IN

Build customer relationships while creating a memorable framing solution for their art using color theory principles. Managed the frame shop, in ways that helped to increase sales, and expand our customer base. Duties include training frame shop employees, ordering of supplies , and to manage the physical production of customer orders. As well as, help customers shop our store and be able to find what they're looking for.

JULY 2018 – JANUARY 2019
Behavioral Clinician/ Paraeducator Meridian Health Services, Anderson, IN

Provide clinical counseling and case management services to clients. Conducted client treatment plans, and coordinated services where needed(Including substitution of classes, when needed). I provided, individual counseling to help clients make positive changes in behaviors. Taught classes that helped the clients make positive daily changes, as well as, basic art classes.

JANUARY 2013 – SEPTEMBER 2017
Game Art Instructor / Art Institutes, Hollywood/Orange County, CA

Taught classes devoted to a range of topics dealing with Game Design, Digital Arts and Portfolio. Achievements include career placement of students. By improving portfolio classes I helped raise career placement of graduates from 81% to 93%. Maintained an average of 4.75/5 student and department survey rating for classroom teaching abilities and skill set.

FEBRUARY 2011 – JUNE 2017
Game Art Adjunct Professor / Norco Community College, Norco, CA

Instructor of beginner/advanced level Photoshop classes that included integration with video games. Other responsibilities included supervising the digital arts desk, providing tutoring and expanding student knowledge of core art subjects.

AUGUST 2010 –AUGUST 2017
Digital Arts Adjunct Professor / Chapman University, Orange, CA

Taught Introduction to Digital Arts, a topic dealing with programs used in the film and television industries on a beginner/mid-level understanding of the subject. Programs included Adobe Creative Cloud, and a 3D modeling

program called 3D Studio Max. Achievements at Chapman University include the creation of a class called Advanced Digital Illustration. A class that continues to be a part of curriculum offered to students.

AUGUST 2010 – MARCH 2011
Artist/Quality Assurance Technician / INXILE Entertainment, Newport Beach, CA

Video Game- Hunted: The Demon's Forge, I worked as a contract environment artist and quality assurance tester. Modeled 3D game assets, and tested various parts of the game to find bugs. Reported in game discrepancies to be fixed and retested.

DECEMBER 2008 – APRIL2009
Artist/Quality Assurance Technician / Point of View, Irvine, CA

Video Game- Damnation, Contracted environment artist and quality assurance tester. Modeled and textured 3D game assets, and tested various parts of the game to find bugs. Reported in game discrepancies to be fixed and retested.

DECEMBER 2007 – APRIL 2008
Artist/Quality Assurance Technician / Foundation 9 Entertainment/Double Helix Games, Irvine, CA

Video Game- G.I. Joe: The Rise of Cobra, as an environment artist responsible for modeling and texturing 3D game assets. Helped build levels and place my finished environment pieces in engine.

Video Game-The Golden Compass, contracted quality assurance tester, tested various parts of the game to find bugs. Reported in game discrepancies to be fixed and retested.

November1993 – november 1997

Photographer / United States Navy (Honorable Discharge)

As a traditional and digital photographer, I photographed navy operations on a daily basis. Duties also included, being responsible for chemical and material management of photo processing. I was also involved in testing Adobe Photoshop for military and civilian use.

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3. **Education**

JULY 2021
.Net Framework Course/ Eleven Fifty Academy,

DECEMBER 2005
Bachelors of Science Game Art and Design / Art Institute California, Orange County, Santa Ana, CA
Graduated with Honors

MARCH 1999
Associates of Science-Multimedia / Art Institutes International of Minnesota, Minneapolis, MN
Graduated with Honors