

**Jaime Suarez Jr.**  
jesuarez247@gmail.com | Las Vegas, NV 89131 | 702-449-9099  
Portfolio: jes24.weebly.com

---

### **Education**

**B.A. Digital Culture - December 2017.** Arizona State University, Tempe, AZ (GPA: 3.38)

**B.S. Graphic Design - 2019-Present.** University of Nevada Las Vegas, Las Vegas, NV

---

### **Relevant Coursework**

#### **AME 385 - Collaborative Projects & Research I/Digital Culture Capstone I & II**

- Developed themes, gameplay mechanics and visual concepts for functioning video game.
- Designed and conducted a temporary escape room installation with a team.
- Developed understanding of user experience and customer needs.
- Collaborated with team and adviser to discuss and solve project and design problems.

#### **AME 394 - Improvising Cyborgs**

- Worked effectively with a team in response to a set creative challenge.
- Realized digital and performance art installations with new processes and methods.
- Gained understanding of broad range of techniques and approaches to contemporary creativity.
- Constructively and critically evaluated own work and that of others.

#### **GRC 360 -Type & Letterforms**

- Developed understanding of core typographical principles.
- Conceived, produced and critiqued typographical design works.
- Reviewed and described effectiveness of various designs.

#### **ENG 301 - Writing for the Professions**

- Developed collaborative group communication and writing skills.
- Demonstrated effective communication across regional, ethnic, and workplace cultures.
- Composed effective customer/manager correspondence letters.

#### **GRC 320/350 - Design Methods & Research/Ideation & Process**

- Developed understanding of design research and ideation processes
  - Produced informed and effective solutions from design briefs and collected research.
  - Worked collaboratively as part of a creative team.
- 

### **Skills**

- Proficient in: Autodesk Maya, Autodesk Sketchbook, Adobe Ps, Adobe Ai, Adobe Id.
- Experience in: Unity, Rhino3D, Blender, Adobe Pr, Adobe Ae, Processing, MaxMSP.
- Basic knowledge of: Java, C#, Adobe An.
- Graphic design and character design experience.
- Makerspace experience: 3D print/scan, laser cutter, soldering/electronic equipment, power tools, woodworking, physical prototyping.
- Narrative writing, storytelling, and worldbuilding through an rpg/tabletop perspective.
- Extensive creative collaboration experience and teamwork via competitive gaming.
- Excellent organizational skills.
- Creative thinking and problem solving.
- Ability to adapt to critique and shifting goals/objectives.