David K. Kimball
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Education:

Bachelor of Arts in Digital Media   Expected Graduation date: July, 2020
University of Central Florida, Orlando FL.
<u>Relevant Coursework :</u> Modeling for Real-Time Systems (Maya 3D)
User Centered Design (Application prototyping, Primarily in Unity3D)
Multi-Modal Design with emphasis on VR, AR technologies

Professional Experience:

Starbucks: Shift Manager and Team Lead   September
2013-August 2019
400 South Park Ave. Winter Park, FL. 32789
- Experience in professional guest services to meet the needs of customers
- Effective cash management including registers, safe, and deposits to and from banks
- Exhibit proficient management of talent, coaching, and supervision of Starbucks partners
- Manage key holder responsibilities including opening/closing and security
- Adeptly manage the "Starbucks Portal" internal computer system

Metropolis Graphics: Graphic Artist   July 2007-June 2013
805 South Orlando Ave. Winter Park, FL. 32789
- Web administrator between 2008-2011
- Output artist proofs to film for processing using specialized hardware and software
- Preparing silk screens, including cleaning, treating, and UV exposure
- Manage shipping/inventory purchase orders and verify all incoming product

Other Employment:

Sullivan's Foods: Cashier   January 2002-July 2004
1102 Meriden St. Mendota, IL. 61342
- Provide excellent customer service and cash management skills
- Receiving inventory from wholesalers and managing stock and digital inventory database

Wal-Mart Distribution Inc: Receiving and Data Processing   October 2004-April 2007
690 Crenshaw Blvd, Hopkinsville, KY 42240
- Member of the Risk Control safety team and certified Tier 3 trainer
- OHSA certified for heavy machinery including forklifts, clamps, and slips

College Book & Supply: Sales Associate   January 2010-July 2012
12140 Collegiate Way Suite 140, Orlando, Fl. 32817
- Helped students find the correct book for their class, online customer service
- Receiving inventory from publishers and managing stock

Additional Skill Sets:
- Proficient in Adobe Suite software including: Illustrator, Flash, After Effects, and Photoshop (6 years experience)
- Strong familiarity with Unity 3D, asset management, workflow, and extending features (3 years experience)
- Working knowledge of HTML, PHP, and Javascript (3 years experience)
- Intermediate knowledge of C# programming, primarily within Unity3D environment (2 years experience)
- Familiarity in creating applications for Oculus Quest, Android mobile/Gear VR (2 years experience)

Github Repository:
https://github.com/DavidKKimball

Additional Work:
https://davidkkimball.itch.io/