**Education:**

**Bachelor of Arts in Digital Media** Expected Graduation date: July, 2020

University of Central Florida, Orlando FL.

Relevant Coursework : 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**](https://github.com/DavidKKimball)

**Additional Work:**

[**https://davidkkimball.itch.io/**](https://davidkkimball.itch.io/)