Mak**Mendelson**

Contact

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in linkedin.com/in/makmendelson

Skills

- ▶️ User Interface Design
- ▶️ User Experience Design
- ▶️ User Experience Testing
- ▶️ Product Development
- ▶️ Game Development
- ▶️ **Adobe Illustrator**
- ▶️ Game Design
- ▶️ Logo Design & Branding
- ▶️ Business Cards & Stationary
- ▶️ **Adobe Photoshop**
- ▶️ Digital Painting
- ▶️ Concept Art
- ▶️ **Blender**
- ▶️ 2D & 3D Animation
- ▶️ Texturing
- ▶️ Fine Art

Languages

- 🌐 **English**
- 🌐 Russian
- 🌐 Spanish

Summary

I had the fortunate experience of beginning my career with the **co-founding, managing, and developing** of products at a small video game company, right out of college, for nearly four years.

I've since worked as a User Interface Designer for a government contractor, as well as an independent design contractor. I'm looking to continue building experience while further developing my skills and abilities in the **creation of easy-to-use and visually appealing UX and digital art**, or, otherwise, take part in **creative design and development** with a skilled team.

I hope to one day be well equipped enough to (re)found my own videogame company, and, this time, I'll be building it upon a much more robust foundation.

Experience

Independent Contractor
February 2017 — Present

CANDA Solutions   http://candasolutions.com/

- Wordpress-based site development, supplemented by working knowledge of HTML & CSS
  http://freshhaystack.com/
- Consulting on Mobile application design
- Branding design & development, to represent various Services-Offered by CANDA
- Design of various client-facing Marketing, Presentation, and Show Booth materials

User Interface Consultant and Tester
December 2014 — June 2016

Buchanan & Edwards   http://buchanan-edwards.com/

- Consulted, generated high-fidelity mock-ups, and tested User Interfaces in the development of a Knowledge Management Tool web application for the Department of State
- Collaborated with Business Analysts to collect, define, and document client requirements
- Collaborated with Developers to determine best implementation strategies, and to ensure product is inline with current design mock-ups
- Developed Branding and Stationary
- **I have a Current DOD SECRET clearance**

Co-Founder and Visual Artist
April 2010 — February 2014

Gradient Studios, LLC.   http://www.gradientstudios.com

- Co-founded Gradient Studios, LLC. right out of college
- Lead Artist
- **Developed Start-to-Finish, and Shipped two games of our own Intellectual Property**
- Determined and Designed aesthetics for several games
- Created UI and game assets for several games
- Created promotional material: trailer/gameplay videos, posters, booth design
- Took part in securing seed funding from Accomplice (formerly of Altas Ventures)

Helpdesk Consultant
August 2006 — May 2010

Rensselaer Polytechnic Institute   http://rpi.edu/

- Provided Software at the Computer Center to Students, Faculty, and Staff

Education

Rensselaer Polytechnic Institute
2006 — 2010

BS, Games & Simulation Arts & Sciences, Concentration in Electronic Arts

Gilman School
2002-2006

High School Diploma