MakMendelson

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 co-founded, managed, and developed products at a **start-up** video game company for four years. It was an invaluable experience, and, given the chance, I'd absolutely do it again with what I know now.

I've since spent a couple years away from the Games Industry, **developing skills** in User Interface & Experience Design, as well as Testing, as an employee at a Government Contractor.

I'm currently looking for a position where I can further develop easy-to-use and visually appealing User Experiences, create game art, or otherwise take part in **creative design and development** with an experienced team.

I look forward to meeting you!

Experience

User Interface Consultant and Tester
December 2014 — **Present**

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 currently hold an active 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