Epic Games

I am George Wieland, an aspiring game designer. Currently, I am attending Brigham Young University-Idaho and am studying Computer Science. I also studied Graphic Design at the Anthem Institute of Cherry Hill. Adobe programs and programming software was the focus of what I studied. I was also involved in the Social Activities Committee.

As part of my college experience, I have learned how to use the software of the Adobe Creative Suite. I am particularly proficient at using Photoshop, Illustrator, and InDesign. I have used these skills as part of an app that I helped develop for Android devices, called Distract Me Not. While this app was developed for one of my classes, the Religion department of BYU-I has looked into using it for their classes. As part of the Social Activities Committee, I became the manager of a weekly Game Night and volunteered to help other groups with other events. Besides leadership skills, I learned more about game design, especially during the semester in which I took the game design class. I believe this will be very helpful not only to me, but also to any organization in which I choose to be part of, as I plan on sharing these skills throughout my work.

I am looking for more opportunities to show off the skills I have learned and apply them to develop my career. My current plans are to use my knowledge of graphic design and game design in tandem to develop great products. It would interesting and exciting to do something like designing logos, posters, games, or even some combination of the three. Doing this would not only be a good exercise of my skills, but also a great way to get great products out into the world.

Sincerely, George Wieland

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