Ian J. Travis

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Technical Skills:

- Experienced in gameplay and systems design
- Experience in C# and game development for Unity
- Strong Writing and Verbal Communication Skills
- 2D Hand drawn animation
- 3D Animation
- Adobe Suite
- Autodesk Suite
- Microsoft Office Suite
- Google Suite
- Jira
- Experience in html and CSS

Education:

Rensselaer Polytechnic Institute, Troy, NY

Bachelor of Science, *Games and Simulations Arts and Sciences* –   **May 2017 Graduate**

- Officer of the Rensselaer Game Development Club
- Elected class representative 2015
- 'Best Overall Game' award Winner, Rensselaer 24-hour Student Game Jam, 2015.
- Presenter at the *Rensselaer Game Fest*, 2014 & 2015.
- 'Excellence in Technology' award Winner, *Rensselaer Game Fest,* 2016.

Employment History:

Freelance Game Developer and Outsource Animator
> October 2020 – Present

Lead Animator at Gylee Games
> June 2019 – October 2020

Freelance Game Artist
> May 2017 – June 2019

Iracing.com Environment Artist
> Summer 2016

Where My Work Can Be Found:

My Portfolio: www.ianjtravis.com

On Steam
- *Moonlight Pulse*
  - Character Design

On Steam
- *One Lonely Outpost*
  - Animation
  - Character Design

On Steam
- *Ra Ra Boom*
  - Animation