JOHN L. BARVENIK
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Education

University of Maryland, Baltimore County (UMBC)
B.A. in Psychology, Minor in Computer Science
Graduated December 2019
GPA 3.7/4.0

Academic Awards And Achievements

- 2015, 2017, 2018 and 2019 - UMBC President's List
- 2017 and 2018 - UMBC Dean's List
- Maryland State Citation from Senator Shirley Nathan-Pulliam

Coursework

Coursework includes basic and advanced undergraduate courses in psychology with an emphasis on development, education, personality, and physiological psychology. Minor work includes exposure to multiple programming languages and higher focus on data management, efficient design, and graphical representation such as rendering.

Experience Highlights

Awards for creative product design, fabrication, and team work including national and international competitions involving games and robots. Work and volunteering experience focuses on teaching and mentoring diverse student populations.

- Summer Camp Technology Instructor Experience 2015-2019
  - Instructor for children ages 6-12, class sizes up to 20 students
  - Topics include: Robotics, Stop Motion Animation, Game Design, Modding, Coding
- First Robotics Mentor
  - Four years' experience mentoring High School robotics team
  - Emphasis on mechanical design, CAD, programming, and presentation coaching
- First Robotics Team Member 2013 - 2015
  - Leader of 7 person team and lead mechanical designer
  - Computer aided design and 3D printing of multiple parts
- 2013 - Winner of the National Game Design Contest at Marbles the Brain Store
  - Marbology is sold nationwide at Barnes & Noble, Amazon.com and other retailers

Skills

- Experience with character creation in Maya, Mudbox and Blender
  - Modeling in Maya and Blender; understanding of good character topology
  - Familiarity with sculpting and texturing using Mudbox
  - Self-taught rigging in Maya and Blender
  - Developed human rig that includes dual IK/FK functionality to drive a result skeleton
- Self-taught basic video game design
  - Includes experience in Unity with a focus on coding, basic animation, and story writing
- Critical thinking, problem solving, and systems analysis
- Communication, leadership, and group dynamics
- Object Oriented Programming; C++, C#, Java; Data Management/Storage
- Computer aided design using PTC Creo
- Mechanical design
- Strong writing skills