

# LAURENCE MARTIN

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Github - - <https://github.com/lmartin3133>

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## EDUCATION

**Hunter College, City University of New York**

Expected 2022

Bachelor of Arts

Major: Computer Science

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## SKILLS

Coding: Javascript, HTML, CSS, Python, C++

Drawing: Traditional, Character Design and Abstract Work

Language: Japanese Conversational Gap

Computer: Microsoft Office (Word, Powerpoint, Excel)

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## EXPERIENCE

### Web-Page Designer and Front-End Developer

- Designed website for two clients pitching four designs.
- Constructed landing page, set up tech/design, and tested troubleshoot and identify issues (obtain domain, sql, coding, concept design, etc.).
- Discussed company product and identify the market target. Identifying clients needs, revise material as needed.
- Set up the page by HTML, CSS and Carrd.co

**Francis Marion University**, Florence, SC

2017 to 2018

### North-Dargon Project-Dynamo

- Lead Concept Designer and Front-End Developer
- Collaborated with the leaders of the program to set up concept designs and logos for website game "Who's Lips?".
- Produced the UI Design such as icons, logos, banners, etc. through Inkscape and Photoshop.
- Help make mini-applications and connecting the back to the front end.

**KIZ Studios**, Johns Island, SC

2015 to 2016

### 3-D Environment Modeler Intern

- Transferred 2-D designs of concept art to 3-D using Maya 2015 such as clubs, swords and shields
- Present QA notes to early-developmental games. Collaborated with the team to find bugs and personal opinions on the games.
- Assigned projects by lead producer

**Rose Maree Myers Theater**, North Charleston, SC

2012 to 2016

### Sound Board Manager

- Worked backstage, sound, and lights
  - A2 Sound Designer for Thoroughly Modern Millie, Backstage for Music Man, etc.
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