

# River Carley

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[www.rivercarley.com](http://www.rivercarley.com)

(References upon request)

## Education

**OCADU**, Class of 2020-2025

Honours BDes in Graphic Design, 2021-2025

Industrial Design, 2020-2021

**Sheridan College**, Class of 2013-2018

Honours Bachelor of Game Design, 2014-2018

Art Fundamentals, 2013-2014

**Carleton University**, Class of 2009-2012

Psychology and History, 2010-2012

Architectural Design, 2009-2010

## Experience

**Freelance Graphic Designer and Illustrator**

Toronto, ONT. Fall 2021-Present

Did freelance work from home while completing my studies. During this time I did some illustration work, logo design, and web-page design.

**Independent Game Design and Development**

Toronto & Oakville, ONT. Jan 2019 - Present

Created and sold 4 games on marketplaces such as Steam. I worked alone and did every step of design and development. Currently working on a fifth game targeted for multiple platforms.

**Artist**

Toronto, Oakville, Ottawa, ONT. Jun 2009-Present

Worked as an artist and sold art in a number of ways such as the Arts Market, commissions, a personal website, and Etsy.

**Instructor at Real Programming 4 Kids**

Toronto & Oakville, ONT. Spring 2016- Winter 2017

Taught kids in groups of 1-6 and ages 4-18 how to make popular games and game art. While there I taught in several programming languages and many art and animation styles.

## Awards

**Arts**

Top Arts Student Crestwood Preparatory College 2009

**Design**

Honorable mention Murry Murry Design Competition 2010

## Skills

**Strengths**

Attention to detail

Punctuality

Time management

Problem solving

Illustration

3D modeling

Programming

UI/UX design

Layout design

Branding design

Web design

Typography

Motion graphics

Animation

**Software**

Zbrush

PhotoShop

InDesign

Illustrator

AfterEffects

Corel Painter

Procreate

Unity

Substance Painter

Blender

VisualStudio

Xnormnal

Reaper

Microsoft office

**Languages**

C#

JavaScript

Java

CSS

HTML

VisualBasic

**Interests**

Drawing

Reading

Physics

Gaming

Design

Neuroscience