

Trequan Nash

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Professional Profile

Detail-oriented and creative game developer with 1.5 years of experience in digital art, coding, and 3D modeling. Strong listener and independent thinker with exceptional problem-solving and organizational skills. Demonstrates the ability to collaborate effectively, meet deadlines, and contribute to innovative project development.

Education

Troy High School	Troy, NY
Diploma	June 2025
Questar III, Robert H. Gibson Technical Center	Troy, NY
Gaming & Multi-Media	September 2024-June 2025

Related Skills

- Coding (Python, Construct 3, Visual Studio)
- Digital art and graphic design (Photoshop, Blender)
- 3D modeling and animation
- Strong organizational and time management skills
- Creative and critical thinking

Related Work Experience

Questar III Gaming & Multi-Media , Troy , NY
Student, September 2023 - June 2025

- Designed and developed multiple projects, including a board game and digital creations using Photoshop, Blender, and Construct 3.
- Collaborated on group projects, demonstrating communication and teamwork skills.
- Successfully met project deadlines with attention to detail and creative problem solving.

TAUM, South Troy, NY

Student Intern, July 7, 2024- August 2024

- Built and coded an additional portfolio on another platform, enhancing technical skills and adaptability.
- Gained proficiency in spreadsheets and expanded Python programming knowledge.
- Followed and executed directions effectively, seeking clarification when needed.

Awards & Achievements

- High Honor Roll, Year 2021-2024
- SkillsUSA Member, 2023-2025

References Available upon request