

Paxton Fleeger

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1425 Spring St. #515, Seattle, WA

EDUCATION

Arizona State University, Tempe Campus – *Media Processing (Computer Game Design)*

August 2016 – December 2021

- Certification in Computer Game Design from IRA Fulton Engineering School

Work History

Black Realty Management, Scottsdale, Arizona (Remote) – *Website Administrator/Designer*

May 2019 – March 2021

- Responsible for creating websites for all clients and updating content
- Meet with clients to identify their needs and figure the cost of service

Busby Junk Removal, Kirkland, Washington – *Driver*

March 2022 – Present

- Used critical thinking and problem solving to solve and fix a plethora of issues
- Worked with small teams with a lot of coordination to get tasks done efficiently and safely

Integro Health Systems, Phoenix, Arizona – *Website Administrator*

April 2018 – June 2020

- In charge of reconstructing and optimizing a failing website
- Ran the server and processed requests to be sent out to the medical staff

Skills and Relevant Experience

- Game Design Programs: Unity, Unreal, GameMaker, Blender, 3DSMax, MotionBuilder, Mudbox, Photoshop, After Effects, Ableton
- Programming Languages: C#, C++, Full Stack Web Dev (HTML, CSS, Javascript, Java, Python, and SQL)
- All Microsoft Office programs and Celtix for screen writing

Visit my website for example work and more info:

<https://p-fleeger.github.io/PersonalWebsite>

References available upon request.