

## Employment

### **Team Member at Culver's of Navarre, MN (2013 - 2017)**

Working with a team, developing work ethic. Received 2 scholarships from the Culver's Foundation that went towards education at MCTC.

### **Supervisor at Culver's of Menomonie, WI (2017 - 2020)**

Supervisor, managing employees in a leadership role.

### **Web Director at Blue Devil Productions (2020)**

Maintaining and updating the website for BDP, a campus organization that provides entertainment for students.

### **Game Artist Intern at UW Stout MOC (2020 - Present)**

Employed by the Manufacturing Outreach Center to create a Lean Manufacturing training simulation.

## Experience

### **ICE Vision Challenge in Moscow, Russia (2019)**

Programming competition that was held in Moscow. Developed a neural network using Python for identifying road signs as a member within a team of 5 Stout students. Winners of best presentation.

### **KEJI (2020)**

Browser puzzle platformer created for the 2D Game Design course at UW Stout. The game included a mechanic that would change the level when the browser window was resized. Winners of best gameplay at Stout Game Expo. (SGX)

### **Blue Devil Productions Website Redesign (2020)**

Updated BDP's website with a new look. Their previous website hadn't been redesigned in ten years, which made clean documentation for future web directors a focus of the project.

## About

Simon is a designer and software developer who enjoys focusing on the user experience. He has used his knowledge to create websites, software, and video games.

## Education

- AAS in Web & Interactive Media from Minneapolis Community & Technical College. (MCTC)
- Minor in Computer Science from UW Stout.
- Currently in Senior year in the Game Design & Development - Art program at UW Stout.

## Skills

- Programs such as Adobe Photoshop, Illustrator, Indesign, and XD.
- 3D software such as Maya, Blender, Substance Painter, and ArmorPaint.
- Game development using engines such as Unity, Unreal, and Phaser.
- Languages such as HTML, CSS, Javascript, PHP, C#, C++, Java, and Python.
- Motion graphics and video editing using After Effects and Premiere.