

SAMUEL DEETER

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SUMMARY

I am pursuing a career in Game Development as a Technical Artist, or any job related to progressing me on my career path. Working with visual effects and designs are also areas that I want to pursue. My goal is to perfect my abilities with new and existing software programs through work experience.

EDUCATION

EXPECTED GRADUATION: SPRING 2023

DIGITAL MEDIA, ARTS, AND TECHNOLOGY, PENNSYLVANIA STATE UNIVERSITY

Student Ambassador for the (Digital Media, Arts, and Technology) DIGIT program. 3.4 GPA

FALL 2019 – SPRING 2020

GAME DESIGN, LINDENWOOD UNIVERSITY

3.2 GPA, Dean's list, Student Athlete, National Water Polo Champion

EXPERIENCE

2016 – NOW

REAL ESTATE PHOTO EDITING, DEETER PHOTO

Use photoshop to edit real estate photos by color correcting, adjusting the lighting, cropping photos, and removing objects no longer on the property.

2020 – 2021

VAR LAB, PENNSYLVANIA STATE UNIVERSITY

Head of Media at the (Virtual/Augmented Reality Lab). Here I use a combination of Adobe Photoshop and Illustrator to reconstruct old photographs and bring them to life.

SUMMER – 2022

ROESLEIN & ASSOCIATES, MARKETING INTERN

Created training videos and reworked their main website. I also did photo editing, organizing, and renaming files. I used Adobe Premiere and Illustrator and After Effects.

SKILLS

- Adobe Photoshop Certification
- Adobe Creative Cloud expert
- Digital and printing editing
- Lightroom Expertise
- Unity experience
- Graphic design principles
- Character Creation
- Image Optimization
- HTML5 and CSS proficiency
- C# understanding
- Java, and JavaScript
- XML, XSL, XSLT, TEI proficiency
- Unreal Engine experience

