DUNCAN YEWELL

MULTIMEDIA ARTIST AND GAME DEVELOPER

CONTACT

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SKILLS

- **Adobe Photoshop**
- **Adobe Illustrator**
- **Adobe After Effects**
- **Unity**
- **C#**
- **HTML**
- **CSS**
- **JavaScript**
- **Bootstrap**
- **AngularJS**
- **ReactJS**
- **TortoiseSVN**
- **Scrum/Agile organization methods**

OBJECTIVE

I am currently seeking a position in web development to fulfill my passion for creating exciting and uniqur user experiences

EXPERIENCE

Developer, Intelligent Decision Systems, Inc
Newport News, VA - 3/15 - Present

- Worked with multiple teams to develop courseware for various government and military clients.
- Designed and programmed web-based applications for the United States Army using HTML, CSS, and JavaScript.
- Designed and implemented various gameplay systems for an endless runner inspired VR game including obstacles, enemy behavior, and UI.
- Created graphics and animations for various educational videos used by the US Department of Veterans Affairs using various Adobe products.

Game Designer, Mind Garden Studios
Savannah, GA - 9/12 - 11/15

- Oversaw project management using scrum/agile methods.
- Designed and documented numerous gameplay mechanics, as well as designed and implemented user-interface systems for gameplay using the Unity 4 game engine, and C#.

EDUCATION

Savannah College of Art and Design
BA in Game Design

- Dean's list GPA 3.7
- Academic and Artistic Scholarship recipient