



# EJP

# ERICKENDY JEAN PIERRE

Game designer | [https://truebeast.github.io/Game\\_Dev01/](https://truebeast.github.io/Game_Dev01/)

## SKILLS

- Programming: Html, CSS, Java script, C#
- Adobe Creative suite: Photoshop/After Effects/Illustrator
- Maya 3D modeling
- Unity Engine

## EXPERIENCE

### DESIGNER BEACHBALL JANUARY 2016-DECEMBER 2016

- Problem solving business issues
- Event planning
- Promoting company awareness
- Graphic Design

### IT UCONN LIBRARY JANUARY 2015-PRESENT

- Starts up computer lab in the morning
- Replace printer paper/ink
- Answer and resolve all lab IT problems

## EDUCATION

### BACHELORS OF ARTS MAY 2017 UNIVERSITY OF CONNECTICUT

- Major: Digital Media and Design
- Concentration: Game Design
- Game Design 1&2
- Web Design & Advance web design
- Computer Science 1&2



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