

# Arnold Shakirov

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## EDUCATION

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### STETSON UNIVERSITY

Bachelor of Science

Major in Digital Arts and Computer Science

Cumulative GPA: 3.95/4.0;

Relevant Coursework: Advanced 3D Modeling & Animation, 2D Animation, Digital Audio Fundamentals, Game Development

Deland, FL

Expected May 2026

## RELEVANT EXPERIENCE

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### PHOENIX GENERATION

May 2025 – Present

Podcast Production & Multimedia Intern

- **Developed and fully produced** more than 7 podcasts and interview episodes, creating a detailed release plan to guide their publication.
- **Managed event photography**, edited images in **Lightroom**, and assisted the marketing team with social-media assets and collateral.
- **Edited audio in Audition and Logic Pro** and assembled branded video packages in **Premiere and After Effects** for multiple Phoenix Generation productions, including Courageous Conversations.
- **Coordinated studio logistics** - scheduled recording sessions, prepared equipment, and managed communication with hosts and guests.

### Florida Interactive Entertainment Academy (FIEA)

May 2025 – Present

Researcher

- **Engineered a Unity/C# vertical slice** with two synchronized rooms, seamless dimension-shifts, inventory logic, and a dual character system.
- **Created all core visual assets** (tilemaps, sprite sheets, VFX) in **Aseprite, Photoshop, and After Effects**, then balanced level layouts through iterative play-testing.
- **Storyboarded and animated** Timeline cut-scenes, synchronizing camera moves with gameplay events for a cinematic feel.

### STETSON UNIVERSITY

Computer Science Tutor

Jun 2024 – Present

- **Improved Academic Outcomes:** Mentored 30+ students, leading to a 33% average increase in their assignments and exam scores by simplifying complex concepts in analyzing the algorithms, software development, and operating systems.
- **Developed** customized programming assignments using Python, Java, and C++, **enhancing** students' practical coding skills.

### STETSON UNIVERSITY

Russian Language Tutor

Jan 2024 – Present

- **Improved Academic Outcomes:** Mentored 20+ students, leading to an increase in their assignments and exam scores by simplifying complex concepts in analyzing the algorithms, software development, and operating systems.
- **Student Engagement:** Organized weekly language practice events, providing opportunities for students to speak Russian in a supportive environment.

## PROJECTS

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### Exhibition: "Elizabeth Hall - Reimagined"

Jan 2025 – Mar 2025

- **Modeled** a full-scale 3D replica of Elizabeth Hall using **Maya, Polycam, and Mudbox**, textured in **Photoshop**, and deployed in **Unity** for an **interactive VR installation**.
- **Led exhibition layout, lighting, and installation;** Delivered an **Artist Talk** on liminal-space aesthetics, scanning process of the exhibition and the workflow.

## LaValle: Snowbound Stetson VR Walkthrough

Apr 2025 – Present

- **Reconstructing several multi-storey campus landmarks in 3D** - using Maya, Mudbox, Substance Painter, Polycam, and Photoshop, and assembled in Unity for a cohesive virtual environment.
- **Secured a LaValle Experiential Learning Fund** award to finance the project and accepted fiscal-reporting responsibilities (budget planning, purchase orders, and post-project expense statements).
- **Presenting at a Fall 2025 gallery exhibition**, with deliverables that include an interactive VR tour

## SKILLS

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**Technical Skills:** Maya, Logic Pro, Mudbox, Unity, Adobe Photoshop, Illustrator, InDesign, Lightroom, After Effects, Premiere, Audition, Substance Painter

**Audio:** Logic Pro, Audacity,

**Coding & Scripting:** Python, C#, C++, Java, JavaScript, HTML/CSS, Git,

**Data & Visualization:** NumPy, Pandas, PyTorch, Scikit-learn, UMAP, Plotly

**Collaboration Tools:** GitHub, Jira, Moodle, Asana, OBS Studio

**Languages:** English (fluent), Russian (fluent)

**Awards:** Dean's List: Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024, Spring 2025