Charlie Volpe
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Skill Summary

Design	Software	Languages	General
User Experience	Unity3D	C#	Agile Development
User Interface	Photoshop	HTML / CSS	Team Oriented
Web Design	Maya	jQuery / JavaScript	Problem Solving
Game Design	Flash	Python	Quick to Learn
	Active Reader		

Experience

Tall Chair, Inc.   San Francisco, CA
January 2012 – Present
Production Engineer
*Technical production for interactive comics
*UX design & system / tools engineering for the Active Reader tool in Unity3D
*Web design and coding for company website including graphics and HTML / CSS / jQuery

Tall Chair Released Projects:
Little People: Flower Power (Fisher-Price)
Imaginext: Edventure (Fisher-Price)
Up: My Name is Dug (Disney - Pixar)
Wreck-It Ralph: Hero's Duty Interactive Comic (Disney)
Finding Nemo Interactive Comic (Disney - Pixar)
Brave Interactive Comic (Disney - Pixar)

Ghost Jack Entertainment   (www.ghostjack.com)
November 2011 - January 2012
Game / Level Designer
*Game design document creation
*Work with team members to come up with designs

Planet 3 Entertainment   Los Angeles, CA
August 2011 - January 2012
Contract 2D Artist
*Digital painting in Photoshop

Education

General Assembly (Tech Courses)   San Francisco, CA
August 2013 – November 2013
User Experience Design Courses

The Art Institute of California – San Francisco   San Francisco,
CA
Bachelor of Science, Game Art & Design, Graduated December 2011
 - Awarded *Best Portfolio: Game Art & Design*