Connor Kneeland

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**Objective:**

To earn an internship or capstone that will improve on the knowledge I gained at Fitchburg State University and better prepare myself for a career in the Video Games Industry as a 3D Character Artist.

**Education:**

Fitchburg State University, Fitchburg, MA Graduation *May 2017*

Bachelors of Science in Games Design / Minor Art 2.77 Overall GPA

**Academic Profile:**

* Games Design Workshop
* Game Level Design
* Contemporary Issues in Games
* Advanced Game Workshop
* Serious Games
* Life Drawing
* Creative Writing for Games
* 3D Modeling I
* 3DModeling II

**Practical Experience:**

* Team leader during development of 3rd person platformer selected for Mass DiGi pre-PAX Made in Mass event, Spring 2015
* Team leader and contributor to 2015 and 2016 Global Game Jam competition

**Technical Skills:**

Proficient In: Maya, 3DS Max, ZBrush, Unity, Photoshop Versed In: Unreal, Substance Painter, Motion Builder

**Work Experience:**

**CVS Health (Attleboro, MA)** May 2015 – Present

Shift Supervisor – Team leader, responsible for handling large sums of money, coordinate merchandise displays, and use interpersonal skills to diffuse difficult customer service situations

**Hockmock Branch YMCA (North Attleboro, MA)** May 2014-August 2014

Summer Camp Counselor – Planned day-long agenda, demonstrated adaptability to a changing schedule, and managed 20+ children.

**North Attleboro Recreation Department (North Attleboro, MA)** September 2012 – November 2012

Youth Soccer Coach – Planned detailed practice sessions, managed 10+ children, and helped develop their passion for soccer