

# David Freedman

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## Portfolio:

Github: <http://www.github.com/davidjfreedman>

Artwork: <http://www.eccentric-illusions.com>

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## Education:

The Iron Yard Houston – Front-End Development Program – August 2014

Technologies used: Javascript, jQuery, HTML, CSS, CSS3, Myth/CSS Pre-Processors, lodash/underscore, Heroku, Node.js, Backbone/MVC frameworks, Parse, Path, CSS animation, JS Prototypes, Media Queries & dynamic resizing, API integration, JS Prototypes, Cloud-based Fonts, Minified scripts, Canvas, JSON, Git/Github, Test-Driven Development

Bachelors of Fine Arts; Animation: Fall 2005

Maryland Institute College of Art, Baltimore, MD GPA: 3.24

## Experience:

**Cunningham Middle School:** (August 2012-August 2014)

Art Teacher, 7<sup>th</sup>/8<sup>th</sup> Grade. Responsibilities include educating students, designing and implementing curriculum and lesson plans, maintaining the budget for the art program and keeping the room supplied, keeping a steady communication with parents and other teachers regarding students' grades and projects, assisting in monitoring duties, and other related duties.

Students under my tutelage participated in and were awarded in multiple art competitions, including a finalist position in the district-level Rodeo Art Competition, art published in the Celebrating Art Competition, and several Superior and Excellent level ratings in the JrVASE Art Competition.

**Little Fish Holdings/YCDIWP:** (September 2011-August 2012)

Administrative Assistant/Marketing. Responsibilities include managing all aspects of customer orders (processing, fraud/error check, correspondence, shipping/handling), email and phone correspondence, handling incoming and outgoing mail, creation and implementation of marketing, inventory maintenance, customer service, and various other duties.

**Gamestop:** (July 2010-November 2011)

Third-key Manager. Responsibilities included opening and closing the store and related duties, making daily register and safe counts, handling financial transactions, processing and maintaining inventory, and assisting customers.

**CREAT Studios:** (November 2009-June 2010)

Artist. Responsibilities included modeling and texturing of game assets, light coding, creating a sound library, and assisting in various art duties and game testing.

Games of note: Pinballistik (PSN), Ricochet HD (PSN), Caterpillar (PSP/DSIware), Gold Fever (PSP/DSIware), Panda Craze (PSP/DSIware), Rocks N' Rockets (PSP/DSIware), Shapo (PSP/DSIware)

**Skylight Studios:** (July 2008-January 2010)

Studio/Office/Technical Assistant. Responsibilities included assisting in the creation and dismantling of sculptures, manipulating images, managing email and phone operations, client services, and assisting in various studio and office duties.

## References:

Cunningham Middle School  
Justin May, Former Principal  
832-309-1138

GameStop  
Andrew Gruneth, Store Manager  
[lazymandrew@yahoo.com](mailto:lazymandrew@yahoo.com)  
(720) 304-3881

Skylight Studios  
Robert Shure, President  
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