



# DAVID ENERSEN

GAME DESIGNER | DIGITAL ARTIST

[HTTP://DAVEENERSEN.WIXSITE.COM/DENERSEN](http://daveenersen.wixsite.com/denersen)

[dave.enersen@gmail.com](mailto:dave.enersen@gmail.com)

## **EDUCATION:**

Dakota State University - Bachelor of Science in Computer Game Design  
Expected graduated date: Spring 2019

## **SOFTWARE**

Adobe Photoshop	Unity (game software)
Adobe Illustrator	LMMS (music software)
Autodesk Maya	Microsoft Office Suite
Krita (painting software)	

## **SKILLS**

Drawing	Agile development
UV painting	Digital Illustration
3D modeling	Excellent Team player
Communication	Adaptive
Graphic layout	Willing to try new things
Web programing	C, C++ knowledge

## **WORK EXPERIENCE**

### **Work Study-Athletics**

September 2016 -May 2018  
Use Photoshop to appeal to the college audience for upcoming games.

### **Lowes - Seasonal Cashier**

May 2016 - August 2016

### **Sunshine Foods – Courtesy Team Member**

September 2015 - May 2016

### **Dakota State University – Office Assistant**

September 2014 – May 2015

### **Olive Garden – Floor Staff: Busser**

November 2012 - August 2015

### **Pizza Hut – Crew Member: Dishwasher**

October 2012 – August 2014

## **PROJECTS**

### **Stormbreakers** | August 2017 – May 2018

Use Aseprite among other art tools to develop 2d animations for a fighting game

### **Slub** | January 2017

Use Krita, Photoshop, and LMMS to generate music and 2D art for a post-apocalyptic wasteland inhabited by cute slime creatures. Made during a 72-hour Global Game Jam Event

### **Landkreuzer** | August 2016-May 2017

Use Unity, Photoshop, Krita, and Maya to generate 2D and 3D art for a alternative future WWII game

### **Geometria** | January 2016-May 2016

Used Krita, Maya, and Unity to generate art for a geometric world