



DAVID ENERSEN

GAME DESIGNER | DIGITAL ARTIST

[DUDEWITHGAMES.GITHUB.IO/ENERSENARTPORTFOLIO/](https://duewithgames.github.io/enersenartportfolio/)

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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