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DAVID ENERSEN

GAME DESIGNER | DIGITAL ARTIST

[HTTPS://DUDEFORGER.GITHUB.IO/ENERSENARTPORTFOLIO](https://dudeforger.github.io/enersenartportfolio)



EDUCATION



DAKOTA STATE
UNIVERSITY

Bachelor of Science in Computer Game Design
graduating spring 2019

SOFTWARE

- Adobe Creative Cloud
- Autodesk Entertainment 3D suite
- Krita (painting software)
- Unity (game software)
- LMMS (music software)
- Microsoft Office Suite

WORK EXPERIENCE

- Graphic Design – Athletics Department
September 2016 – May 2019
Generate graphics, make posters and edit photos for sports department use
- Shopko – Cashier – May 2017 to August 2018

SKILLS

- Digital Drawing
- Digital Illustration
- Texture Mapping
- Character Design
- Concept Art
- Vector Graphics
- 2D Animation
- 3D Modeling
- Video Editing
- Website Development
- Graphic Layout
- C, C++, C#, JavaScript, jQuery languages
- Agile Development

PROJECTS

- Stormbreakers
August 2017 – May 2018
Produce concept art for the characters, as well as generating sprites and later a digitally drawn style for a 2D fighting game
- Landkreuzer
August 2016 – May 2017
Generate 2D concept art, then create 3D models and environments as well as paint the textures for a 3d WWII action game

