

# eric powell

DESIGNER AND DEVELOPER

## OBJECTIVE

As a game developer, I understand how mechanics can make or break the gameplay experience. As a designer and web developer, I know what a clean, responsive interface can do for your business. I enjoy technical aspects of design & development and polishing critical details that others may overlook. I am fully confident in proving what I say I can do. Contact me and let's work together.

## EDUCATION

### University of Richmond | Richmond, Virginia | 2019

Previously enrolled in the Coding Bootcamp managed by Trilogy Education  
Graduated on October 26th, 2019

- Studied full-stack web development (MERN Stack)
- Studied API integration and databasing (MongoDB/SQL)
- Studied command line interface and Git version-control on GitHub
- Created a web-based game called "Zone Unknown" for my final project

### Longwood University | Farmville, Virginia | 2014 -2018

Majored in Graphic Design & Animation with a Bachelors of Fine Arts  
Graduated on May 19th, 2018

- Studied design elements, principles, visual problem solving, branding & production
- Studied 3D modeling, rigging, animation, texturing & rendering
- Created a real-time game in Unity called "TILT" for my senior project
- Member of LAS (Lancer Animation Studios) & the 3D Modeling Club

## WORK EXPERIENCE

### Social Auto Transport | Richmond, Virginia | Oct 2019 - Aug 2020

Full-Stack Developer | Full-Time

- Front-End development with React.js & Apollo GraphQL
- Back-End development with the cloud-based Hasura GraphQL Engine & AWS
- Managed multiple sites & created UI to fetch and update back-end data
- Co-created an accounting system with a responsive UI & UX

### Part-Time Experience

Freelance - Branded & developed for a number of small businesses  
Kroger and Target - Shopped for and fulfilled online orders & in-store pickups

## SKILLS & CAPABILITIES

Game Development Pipeline (Unity/C#)  
Full-Stack Web Development (MERN Stack)  
API & Database Integration (MongoDB/SQL/GraphQL/Cloud)  
Command Line Interface, Git Version-Control & Deployment  
Vector Creation, Image Manipulation & Motion Graphics  
3D Modeling, Rigging, Animation, Texturing & Rendering  
Leadership, Teamwork & Logical Problem Solving

\*Please visit my portfolio site at [ericpowell.dev](http://ericpowell.dev) for more detailed information.

