christian COPPOLETTI
WEB & GAME DEVELOPER

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614-929-7479

EDUCATION

(Aug 2014 - May 2018)   **Miami University (Ohio) Interactive Media Major** 4.0 **Computer Science Minor** 3.9

PROFESSIONAL EXPERIECE

(Aug 2017 - present)   **Graphic Designer on Miami University Esports Club Executive Board**

- Organized events and crafted marketing materials attracting 150+ attendees.

(May 2017 - July 2017)   **Technology Coordinator and Instructor at iD Tech Camps** [idtech.com]

- Coordinated setup and teardown of 64 workstations. Repaired computers on the fly.

- Created web and game design lessons for eight understudies on a weekly rotation.

(May 2016 - May 2017)   **Lead 3D Artist on Brukel Game** [brukelgame.com]

- Constructed Agile environment art pipeline, oversaw model quality checks.

- Produced WW2-era props and characters.

(May 2015 - Jan 2016)   **Front-End Developer at Lampros Labs Startup** [lamproslabs.com]

- Retrofitted older websites with responsive layouts and styles.

- Led team in creation of Ruttle Design Group website. Consulted client directly.

- Crafted wireframes and cost estimates for various clients including Viagii Line.

(Sep 2015 - Dec 2017)   **Virtual Reality Technician at Miami University Engaging Technology Lab**

(May 2015 - Sep 2015)   **Lead Character Artist at Graphic Creative Startup**

- Created character art pipeline from ground up. Led photoshoots and research.

- Oversaw a team of texture artists, riggers, and modelers and delegated tasks.

(2009 - present)   **Freelance Illustrator, Digital Artist & YouTube Partner**

- Illustrates and 3D models for various clients. Releases tutorial videos now and then.

SKILLS

2D & 3D Design - Adept with Photoshop, Illustrator, Premiere, 3DS Max, Maya, ZBrush, and Blender.

Object-Oriented Programming - Writes predominantly Java but understands C#, C++, Python and Ruby.

Team Leadership - Organized numerous group projects utilizing Agile/Scrum methodology.

Web & Interactive Design - Uses JavaScript/jQuery, SCSS, HTML, Jekyll, Meteor and PHP.

Game Art, Design, & Code - Attends monthly game jams; works with Unreal and Unity game engines.

Mentor - Years of experience advising apprentices, releasing tutorials, teaching and tutoring.

RECOGNITION & AWARDS

Finalist at E3 Social Game Jam 2016 hosted by the ESA and AARP - Furrow

Best Digital Game at AIMS Games Festival 2015 - GRAViTY

Second Place in Robotics 3D Art Competition hosted by CG Cookie - Projekt Valour

Full Tuition Scholarship and Creative Arts Scholar at Miami University

Miami University's Dean and President's Lists