GAGE MELTON

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WORK EXPERIENCE

Bradley University - *Lab Instructor, August 2019 - Current, Peoria, IL*
- Lead lessons on how to use software including Photoshop, Illustrator, After Effects, and Unity3D.
- Foster a collaborative environment where students are safe and comfortable sharing their work and ideas with peers.
- Assist students with software and programming issues.
- Critique and grade student assignments in a timely manner.

Illinois Mutual - *Web and Print Graphic Designer, May 2018 - Current, Peoria, IL*
- Edit video and audio using Adobe Premiere, After Effects, and Audition.
- Create motion graphic videos for insurance product overviews using Adobe After Effects and Illustrator.
- Operate and maintain video production equipment incuding cameras, microphones, lights, and backdrops.
- Design print and digital marketing materials including booklets, flyers, powerpoints, websites, landing pages, and emails.
- Collaborate with marketing and graphics teams to brainstorm new campaigns, projects, and concepts.

Bradley University - *Teaching Assistant, Jan 2018 - May 2018, Peoria, IL*
- Help students learn Unity3D for game production courses.
- Troubleshoot problems students encounter with Unity3D or their code.
- Teach students best-practice prodecures for
  and developing content in Unity3D.
- Communicate with professors on the status of the class, including inter-student conflicts and project roadblocks..
- Critique design of student projects with professor, providing notes and ideas to help students.

Outdoor Sportsman Group - *Production Assistant, Sept 2017 - May 2018, Peoria, IL*
- Log metadata for raw video footage to assist editors in sorting and organizing video content for later use.
- Edit and color correct web videos for *The Ford Outfitters, Bowhunter,* and *North American Whitetail* using Adobe Premiere.
- Analyze and incorporate feedback in a timely manner.
- Communicating with producers to make any necessary changes to videos in a timely fashion.

EDUCATION

Bradley Univerity *Graduated May 2017, Peoria, IL*
- Bachelors of Science in Interactive Media
- Concentration in Game Design
- Minor in Computer Science

Lakeshore High School *Graduated May 2013, Stevensville*

SKILLS

Technical

		Personal	
Premiere	JavaScript	Creative Thinking	Feedback Analysis
InDesign	Videography	Problem Solving	Self-Motivated
Photoshop	Photography	Attention to Detail	Faster Learner
Illustrator	Blender	Desire to Learn	
After Effects	Unity3D	Communication	
HTML	C#	Well Organized	
CSS		Project Management	

AWARDS

- E3 College Game Competition Top 5 Finalist
- Slane College Award for Applied Excellence in Game Design
- FUSE '17 Keynote Speaker
- Slane College Dean's List
- Bradley Summer Competion Grant