

EDUCATION

Ferris State University; *Summer 2015, Expected*
Digital Animation and Game Design
Grand Rapids, MI

Saxion University of Applied Sciences; 2013
Enschede, Netherlands

WORK EXPERIENCE

Linger; Grand Rapids, MI; 2014–Present

Game Designer

- Designing game level in Unreal Engine
- Implementing effects such as snow, fog, and time of day
- Creating coniferous environment, including a forest, mountains, and other flora
- Collaborating remotely and in person to design and plan the game and its assets

Sonic Sprint Submarine; Enschede, Netherlands; 2013

Lead 3D Artist

- Collaborated with five others to create a complete video game
- Modeled the game's 3D assets
- Created textures in 3d-coat and Photoshop
- Designed game level in Unity
- Animated finished models

Grandview Services; Coopersville, MI; May 2012–Present

Contractor

- Inspected finished projects to guarantee customer satisfaction and high quality work
- Supervised and trained new hires
- Installed roofs, siding, and windows
- Repaired housing infrastructure and water damage

SKILLS

Rigging
Animation
Texturing
Hard Body Modeling
Project Management
Written and Verbal Communication
Remote Collaboration
3ds Max

Maya
ZBrush
Adobe Photoshop
Unreal Engine
Unity 3D
3d-coat
Adobe After Effects
Adobe Premiere