

# Klein Misiurski

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## Objective

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To obtain an internship within the game design field with the goal of aiding my understanding of the professional workplace and building upon my knowledge obtained through my educational and extracurricular projects.

## Education

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University of Maine at Fort Kent

Attendance : August 2017 - May 2018

Fitchburg State University

Expected Graduation Date : December 2022

Bachelor of Science in Game Design

Current GPA : 3.72

## Achievements

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Dean's List :

Fall 2017, Fall 2018, Spring 2019, Fall 2019

Arteries Art Exhibition :

2019, 2020, 2022

Sterlite Scholarship :

Fall 2020, Spring 2020

## Relevant Academic Profile

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Game Design Workshop

Document Design

Intro to Comm & Media Studies

Computer Applications

Game Level Design

Hist of Interactive Media & Games

3D Game Development

3D Animation

Advanced Game Workshop

Systems Programming

Intro to Game Art

Elements of Game Design

## Technical Knowledge

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**Game Development** (Unity, Unreal Engine), **Web Development & Design** (HTML, javascript, PHP, CSS), **Programming** (Java, C#, Python, Lua, Bash), **Modeling & Animation** (Maya), **Adobe Suite** (Photoshop, InDesign, Illustrator, etc.), **Microsoft Suite** (Excel, Word, Powerpoint, etc.)

## Experience

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Catalog Designer (Riviera, Sohier & Hilliard)

2019 - 2019

Worked with a team of designers to create catalogs for two exhibits at the Fitchburg Art Museum.

Service Technician (Anchor Gate n' Spring)

2018 - 2022

Worked with clients to resolve various mechanical and digital issues.