# KLEIN MISIURSKI

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## SKILLS

**Game Development** (Unity, Unreal Engine)

**Web Development Stack** (HTML, javascript, PHP, CSS)

**Programming** (Java, C#, Python, Lua, Bash)

**Modeling & Animation** (Maya)

**Adobe Suite** (Photoshop, InDesign, Illustrator, etc.)

## EXPERIENCE

**Catalog Designer:**
2019 - 2019
Worked with a team of designers to create catalogs for two exhibits at the Fitchburg Art Museum.

**Service Technician:**
2018 - 2023
Worked with clients to resolve various mechanical and digital issues.

**Capstone Game Designer:**
2022 - 2022
Worked under mentorship of Rockstar development team to develop a game with three colleagues.

## CAREER GOAL

A detail-oriented game designer with a broad range of graphical and programmatic interdisciplinary skills. Looking for a team of equally enthusiastic peers to contribute to and learn from as we produce engaging and polished games.

## EDUCATION

**BS in Game Design:**
Fitchburg State University
Graduated w/ Honors
3.6 GPA

## ACHIEVEMENTS

**Dean's List:**
2017, 2018, 2019, 2023
**Arteries Exhibition:**
2019, 2020, 2022
**Sterlite Scholarship:**
2020