

Klein Misiurski

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Education

Fitchburg State University

June 2023

Bachelor of Science in Game Design

Graduation GPA : 3.6

University of Maine at Fort Kent

Attendance : August 2017 - May 2018

Achievements

Dean's List :

2017, 2018, 2019, 2022

Arteries Art Exhibition :

2019, 2020, 2022

Sterlite Scholarship :

Fall 2020, Spring 2020

Relevant Academic Profile

Game Design Workshop

Document Design

Mobile Game Development

Computer Applications

Game Level Design

Hist of Interactive Media & Games

3D Game Development

3D Animation

Advanced Game Workshop

Systems Programming

Game Studio

Elements of Game Design

Technical Knowledge

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

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.

Capstone Game Designer (Fitchburg State University)

2022 - 2022

Worked under mentorship of Rockstar development team to develop a game with three colleagues.