LIAM CRAVER

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SITES

limestudios.net
projectarrhythmia.com
github.com/lcraver
dribbble.com/lcraver

I am a game and web developer from New Orleans. I enjoy taking simple ideas and expanding upon them until I end with a fully-fledged product. I strive to have every product I make impact each person that uses it in a meaningful and personal way, enriching their life in the process. With a background in both design and development I am a jack-of-all-trades being able to fill in the weak points of any team.

EDUCATION

NEW ORLEANS CENTER FOR THE CREATIVE ARTS

HIGH SCHOOL - 2010 to 2014

UNIVERSITY OF LOUISIANA AT LAFAYETTE

BACHELOR OF SCIENCE - 2018(Expected)

ACCOLADES

SILVER MEDAL IN GAME DESIGN

SCHOLASTIC ART & WRITING - 2014

GOLD KEY IN GAME DESIGN

SCHOLASTIC ART & WRITING - 2014

PRESIDENTIAL HONORS IN MEDIA ARTS

NOCCA - 2014

SKILLS

Node.js, Gulp, Grunt, React, Sails.js, CSS, Less, Sass, PHP, HTML 5, Javascipt, C#, C++, Java, Go Lang, Drupal, Wordpress, Postgres SQL, MySQL

Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe After Effects, Unity3D, XNA, GitHub, Visual Studio, Atom, NetBeans, Android Studio, Logic Pro, Ableton

WORK EXPERIENCE

CENTURYLINK - Feb 2015 to May 2015

INTERNAL APPS - MONROE

Quickly after arriving at Centurylink it became obvious to my manager that my coding abilities exceeded the average intern. The company was in the process of trying to tie 3 companies together and they needed many programs to help them achieve that. Once finished, my program was so successful that I was picked to give a presentation on my work to the CIO of the company.

TURBOSQUID - June to July 2013, 2014

INTERN / INSPECTOR - NEW ORLEANS

As an inspector my main job was to help sift through the countless new models submited every day to the checkmate process at TurboSquid. I would put each model through a rigious series of test to determine the quality of the model. I also helped during the transition period of TurboSquid from Checkmate Pro Spec V1 to Checkmate Pro Spec V2. I quickly gained praise for having such a decerning eye, crucial in the work I was doing.

CHILDREN'S HOSPITAL - June to July 2010, 2013

BIOMED / TECHNOLOGY DEPARTMENT INTERN - NEW ORLEANS

LIME STUDIOS - June 2009 to Present

OWNER - NEW ORLEANS, MONROE, LAFAYETTE

An independent game development and design studio owned by me. During my time working under Lime Studios I have tackled graphic design, web design, game design, web development, and game development. Switching back and forth from design to development has given me the chance to hone my skills in both fields and has kept me from getting too confortable in one area. Overspecialize and you breed in weakness, I want to avoid that if possible.

LAWN CHAIR STUDIOS - Jan 2015 to Present

CO-OWNER - NEW ORLEANS

A studio I co-own dealing with product design, web development, game development, user interface design, print design, branding, photography and video.