

# Malique Mitchell Lovence

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## EXPERIENCE

### Graphic designer

Antigua Charter Yacht Show

November 2023 - December 2023, Antigua

- Designed and created, marketing materials, and digital media campaigns with up to date techniques and principles of design that adhere to the organization's brand identity.
- Collaborated with cross-functional teams to develop and execute on-time and projects and initiatives.
- Utilized Photoshop, and Canva to create logos, digital graphics, and web, print and social media layouts, resulting in a 30% improvement in client engagement.

### Full Stack Developer

Freelance

November 2022 - July 2023, Antigua

- Engineered high-impact websites using Wordpress and HTML5/CSS, resulting in a 30% increase in brand awareness.
- Applied Javascript and PHP to develop sophisticated backend features, facilitating digital engagement for hundreds of customers.
- Developed software using C++ to streamline data input, effectively doubling efficiency.
- Employed various editing software to craft compelling videos and images tailored to enhance brand identity.

### Marketing Intern

WeBeStitching

February 2018 - August 2019, Antigua

- Spearheaded the creation and maintenance of an impactful online presence, showcasing products and services to potential customers.
- Orchestrated marketing initiatives, including dynamic social media campaigns, contributing to a 10% increase in company visibility and sales.
- Designed and digitized logos, enabling brands to present their optimal image.

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## PROJECTS

### CarniVRal

University • <https://malz414.github.io/porto/projects.html> • February 2022 - July 2022

- This project created for my university final, is now being used as an example of remarkable work achieving a grade of 84%.
- Leveraged Unity XR interaction manager to craft an immersive VR space with interactables and games.
- Contributed to 80% of model creation, including carnival stalls and other elements.
- Recorded and edited sound effects for a seamless user experience.

### Graphics Program

University • <https://malz414.github.io/porto/projects.html> • February 2022 - June 2022

- Developed a graphics program using OpenGL for texture mapping, incorporating parallax and normal mapping.
- Implemented features such as random terrain generation, tessellation, and fog.
- Integrated post-processing effects including blur and bloom for enhanced visuals.

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## EDUCATION

### Bachelor of Science in Games Programming

DeMontfort University • Leicester, UK • 3.7

### Introduction To Computer Science (CS50)

Harvard University • Online • 2024

- Developed a Flask app which utilizes data scraping and facial recognition to give users movie recommendations based on their mood

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## SKILLS

HTML, CSS, Javascript, React, PHP, C++, C#, LUA, OpenGL,  
MySQL, Adobe Photoshop, Wordpress, Git, Unity

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