Mitchell Lovence

Miami, Florida, United States ✉ Maliquelovence@hotmail.com ☐ 4707536488 ☁ https://malz414.github.io/porto/

EXPERIENCE

Full Stack Developer
Freelance   **November 2022 – Present, Antigua**
- Developed impactful websites leveraging Wordpress and HTML5/CSS, contributing to a notable 30% uptick in brand recognition.
- Engineered a comprehensive full-stack solution streamlining business operations for a communications startup, halving manual data entry efforts.
- Utilized Javascript and PHP to create advanced backend functionalities, enhancing digital interaction for a diverse clientele.
- Employed diverse editing tools to curate visually appealing videos and images, aligning with brand objectives.

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.

Marketing Intern
WeBeStitching   **February 2018 – August 2019, Antigua**
- Led the development and upkeep of a compelling online presence, effectively spotlighting products and services for potential customers.
- Directed marketing efforts, such as engaging social media campaigns, resulting in a 20% boost in company visibility and sales.
- Created and digitized logos, enabling brands to project their desired image effectively.

PROJECTS

CarniVRal
University · https://malz414.github.io/porto/projects.html · November 2021 – July 2022
- Developed a standout virtual reality project in Unity during my university finals, which garnered recognition for its exceptional quality.
- Utilized Unity XR interaction manager to design an immersive VR environment complete with interactive elements and engaging games.
- Recorded and meticulously edited sound effects to ensure a seamless and immersive user experience.

Graphics Program
University · https://malz414.github.io/porto/projects.html · February 2022 – June 2022
- Crafted a sophisticated graphics program utilizing OpenGL, adeptly integrating advanced techniques such as texture mapping with parallax and normal mapping.
- Implemented a range of features including random terrain generation, tessellation, and fog to enrich the visual experience.
- Seamlessly integrated post-processing effects like blur and bloom to elevate the overall visual quality and immersion.

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

SKILLS

C++, C#, Python, SQL, Unity, HTML, CSS, Javascript,