David A. Muraoka

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# profile

* I am a senior at Michigan State University looking for a job to develop my game design skills for June 2017.

# Education

* Michigan State University: (Expected Graduation: 2017) East Lansing, MI

Media and Information: Bachelors of Arts, Minor in Game Design 2013-2017

# Projects

* **Aur Saga:** RPG Maker Ace game for Indie Game Maker Contest: Heavy use of Ruby, single player JRPG in a beautiful world with heavy exploration.
* **One More Day:** Text based game using Twine: Recalls the dark days of a person enduring depression with only the player keeping him/her alive.
* **Skarmory on Maya:** Recreated the Pokémon Skarmory on Maya with metallic textures, fully rigged, with a short animation reel.
* **Shrouded (Title TBD):** RPG Maker MV game: Traditional JRPG set in a fantasy world. Heavy emphasis on character growth and combat, with in engine cutscenes with a large overworld.

# Work Experience

* MSU’s Academic Orientation for incoming freshmen Summer 2015, 2016
* J and E Fishing Supplies Winter 2014

# Skills & Others

* Familiar with Unity, RPG Maker, Twine, Maya, Photoshop, Excel, Illustrator, After Effects,
* Basic knowledge of CSS, Java, HTML, Ruby and Python.
* Prototype, pitch, assemble and playtest board games.
* Spartasoft: Game Design Club at MSU 2016-2017