Rajahni Fields

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SUMMARY

Aspiring game developer and designer with 5 year(s) of educational experience; possessing a Bachelor's degree in Simulation and Digital Entertainment. Determined and motivated in pursuing and exceeding in creating game concepts, designs and development. Interested in obtaining an entry-level position in the game design or development field.

TECHNICAL/COMPUTER SKILLS

Languages

- Proficient:
    - N/A
- Familiar:
    - C# (less than 1 year)
    - C++ (less than 1 year)
    - HTML5 (less than 1 year

Software

- Platform
    - Autodesk 3DS Max (1 year)
    - Unity (1 year)
    - Unreal Engine (less than 1 year)
    - Windows Operating Systems: XP, 7, 10 (3+ years)
    - Microsoft Office: Word, Excel, PowerPoint, Access (8+ years)
    - Adobe Photoshop 2020 (1 year)

PROJECTS

NON-RELATED WORK EXPERIENCE

Game Tester   Jan 2018 – Present

Global Game Testing Network

- Tested variety of games to identify bugs, glitches and other errors.

- Reported asset flaws and collision detection errors.

- Evaluate and critique the game's performance.

Substitute Teacher   Feb 2018 – Jun 2019

Staples

- Created lesson plans assigned by teacher for students in grades K-12th.

- Maintained effective classroom management and applied advanced teaching capabilities in all subject areas

- Determined appropriate consequences for inappropriate behavior.

- Write reports for class events.

Stock Specialist   Nov 2015 – Jun 2017

Babeth's Feast

- Provided customer service by assisting customers with questions or concerns.

- Maintained and organized back-room inventory

- Operated a cash register to process transactions.

- Provided training for new employees.

Technical Specialist   Jan 2012 – Dec 2014

University of Baltimore

- Installed and configured A/V equipment to customers satisfaction such as microphones, speakers, projectors, etc.

- Set up and operate sound equipment for various special events, ranging from meetings to concerts.

- Maintained and sorted equipment during inventory.

EDUCATION

University of Baltimore   Sep 2009 – June 2014

Baltimore, Maryland

- Bachelor's of Science in Simulation and Digital Entertainment

Frederick Douglass Academy 7   Sep 2005 – June 2009

Brooklyn New York

- High School Diploma

Udemy Courses

Introduction to 3D Character Animation in Unreal Engine   In Progress
Complete Blender Creator: Learn 3D Modeling for Beginners   In Progress
Unreal Engine 4: How to Develop Your First Two Games   In Progress

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ACHIEVEMENTS