

Parker Stuart

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Education

DREXEL UNIVERSITY | WESTPHAL SCHOOL OF DESIGN | PHILADELPHIA, PA

- Degree: Bachelor of Science in Game Design
- Major: Game Design and Production
- Minor: User Experience and Interaction Design
- Cumulative GPA: 3.87

Experience

FREELANCER | ARGYLE INTERACTIVE

SEPTEMBER 2023 – CURRENT

- Assist in revamping workflow system and optimizing organizational systems
- Communicate between teams to ensure the completion of backlog tasks
- Aid in project management task creation
- Organize company assets and timelines for team

CREATIVE COORDINATOR | MELISSA HARANS STUDIO

APRIL 2023 – SEPTEMBER 2023

- Optimized company organizational systems
- Created and organized client and employee onboarding material
- Facilitated studio communications and provided updates to employees
- Planned in person and virtual company events

Projects

GAME DESIGNER | HexaGONE GAME PROJECT

APRIL 2024 – JUNE 2024

- Created all art for character through multiple revision rounds
- Modeled and rigged 3D character for use in the Unity Engine
- Implemented character controller scripts, particles and animation

LEVEL DESIGNER | LEVEL DESIGN PROJECT

APRIL 2021 – JUNE 2021

- Created blockout for scene in Unreal Engine using primitives
- Modeled, sculpted and textured all assets
- Implemented lit and optimized scene for game performance

Honors and Rewards

- Dean's List, **Drexel University** January 2023 – Current
- SIGGRAPH Faculty Submitted Student Work Exhibition, **Drexel University** June 2023
- Dean's List, **Drexel University** September 2021 – September 2022

Skills

ENGINES

Unity
Unreal
Twine

CODING LANGUAGES

C#
Python
HTML
CSS

SOFTWARES

After Effects
Asana
Audition
Blender
Git
Jira
Illustrator
Maya
Media Encoder
Perforce
Photoshop
Premiere
Procreate
Substance Painter
Zapier