

# Paul Francis

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<b>Education</b>	Academy of Art University	June 2009 – Spring 2015
	<ul style="list-style-type: none"><li>• Game Design BFA</li></ul>	
<b>Job Experience</b>	Hennes & Mauritz AB, San Francisco, CA	November 2013 – Spring 2017
	<ul style="list-style-type: none"><li>• Helping customer, Organizing store, sorting clothes, operating cash register</li></ul>	
	Martino's Pizza, Fairfield, CA	July 2013 - October 2013
	<ul style="list-style-type: none"><li>• Making pizza, preparing ingredients, taking phone calls, taking food orders, working oven, team leader, cleaning store.</li></ul>	
	Dominos Pizza, Fairfield, CA	February 2012 – July 2013
	<ul style="list-style-type: none"><li>• Making pizza, preparing ingredients, taking phone calls, taking food orders, working oven, cleaning store.</li></ul>	
<b>Skills</b>	<ul style="list-style-type: none"><li>• Level design</li><li>• Problem solving</li><li>• 3D animation</li></ul>	<ul style="list-style-type: none"><li>• Timelines</li><li>• Paper maps</li><li>• Texturing</li></ul> <ul style="list-style-type: none"><li>• 3D modeling</li><li>• Scripting</li></ul>
<b>Program Experience</b>	<ul style="list-style-type: none"><li>• Maya</li><li>• UDK</li><li>• Unity</li></ul>	<ul style="list-style-type: none"><li>• Photoshop</li><li>• After Effects</li><li>• Flash</li></ul> <ul style="list-style-type: none"><li>• Zbrush</li><li>• Word/Open Office</li><li>• Windows</li></ul>