



SOREN WHITMAN

ENTRY-LEVEL GAME DESIGNER

CONTACT

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New York City, NY 

[LinkedIn](#) 

EDUCATION

Bachelor of Science
Integrated Digital Media,
Game Design
New York University
2020 - 2024
New York City, NY

SKILLS

Unreal Engine
Python
Maya
Illustrator
SketchUp
Spine
Git
Adobe XD

CAREER OBJECTIVE

Budding game design intern with a passion for creating innovative visuals, seeking to join Gameloft's development team. I am dedicated to leveraging my skills in level design and modern game graphics to enhance Gameloft's portfolio of award-winning mobile games.

WORK EXPERIENCE

Game Design Intern

Rockstar Games

2023 - 2024 / New York City, NY

- Managed version control for game assets and scripts with the help of Git, reducing time to find specific code edits by 13 minutes.
- Fixed packaged build errors reported on Unreal Engine, **resolving 71% of them within 6 days**.
- Collaborated with the design team on Adobe XD, improving survey satisfaction rates from end-users on UI/UX design for 2 games by 11%.
- Optimized game assets in Maya, decreasing file sizes by 21 megabytes without compromising quality.

Freelance Graphic Designer

Upwork

2022 - current / Remote

- Designed and delivered 25+ high-quality illustrations with the help of Adobe Illustrator, **maintaining an average 92% client satisfaction rate**.
- Created basic 3D models on SketchUp for 18 residential and commercial projects.
- Handled multiple freelance projects, meeting tight deadlines and maintaining a 91% job success rating on Upwork.
- Communicated with clients for providing updates on designing work, providing 14 projects 2 days before their deadline.

PROJECTS

Teacher's Assistant

2021 - 2022

- **Assisted 39 students with Python programming doubts**, resulting in a 9% increase in test scores.
- Crafted fun coding quizzes for students, boosting their satisfaction ratings for daily lessons by 13%.
- Monitored student progress using their annual semester scores, providing personalized feedback that grew their average scores by 21%.
- Helped the homeroom teacher develop 64 lesson plans and educational materials, contributing to a gradual rise in overall class performance.