Bobby Zuch!

I'm a student with a passion for making impressive imagery! Mostly inspired by user interfaces found in modern video games, my art has a fun, dynamic look that pops out to the viewer while giving a subtle illusion of motion. I can adapt to any style, and will stay consistent throughout.

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Relevant Work Experience (By Start Date)

Program Director - Long Island Lutheran High School — 2022
- Oversaw the summer STEM/Robotics program, as well as Competitive Gaming
- Managed counselors to interact with and keep an eye on the kids at all times
- Resolved student issues and helped to contact their parents if necessary
- Kept a radio transceiver on-hand for office communication
- Maintained a fun environment and played with the kids

⬆ Promotion from Instructor!

Instructor - Long Island Lutheran High School — 2022
- Taught kids (grades 3-9) to think creatively with STEM tools
- Learned TinkerCAD and made 20 student accounts the night before teaching
- 3D Printed students' 3D models made in TinkerCAD, also printed vinyl decals
- Used Snap Circuits, Makey Makey, Coding Pandas, and Chrome Music Lab
- Also taught, managed, and cleaned the woodshop every other day

Freelance Web Design & Development — 2022 - Present
- Independently making unique websites for clients and friends
- Coding entirely from scratch using Notepad++
- Creating visual assets, animations, & responsive layouts for all views
- Never relying on bootstrap templates or site builders
- Giving thorough notes to clients when pushing updates and changes

Guest Teaching - SUNY Polytechnic Institute — 2022
- Taught freshmen how to use Construct 3, a video game design program
- Created and vigorously rehearsed a lesson plan I wrote for the class
- Developed a sample game that I rebuilt several times as a tutorial
- Answered student emails for further help in developing their own projects
- Short time frame: Wrote, traveled, & taught my own lesson with 3 days notice

Lead Designer - The Factory Times — 2019 - Present
- Assembling others' article designs for print & web view
- Creating the front and back covers of the issues
- Designing the staff and table of contents pages
- Post-editing and assisting in the designs of others
- Giving helpful feedback with a friendly environment

⬆ Promotion from Article Designer!

Article Designer - The Factory Times — 2018
- Designed articles written by others
- Frequently designed single pages and multi-page spreads
- Made original graphics that fit the theme
- Careful and minimal use of Copyright-Free images
- Worked in GIMP 2.10, Adobe Photoshop, and Adobe InDesign

Freelance Graphic Design — 2012 - Present
- Frequently making graphics for clients and friends
- Improving on designs by frequently showing progress
- Tasked with creating original art and assets
- Making static art, animations, pixel art, and other misc. things
- Acting professional with clients while also forming genuine friendships

Education

SUNY Polytechnic Institute
2017 - Present   Utica, NY

Bachelor of Science Degree:
Communications & Information Design

Master of Science Degree:
Information Design Technology

Minor:
Game Development

GPA: BS: 3.84 / 4   MS: 4.00 / 4

Skills & Software

- Graphic Design
- Layout Design
- Web Design
- Video Editing
- Photo Editing
- 2D Animation
- 3D Animation
- 3D Modelling
- Audio Editing
- Prototyping

Adobe Photoshop, Adobe InDesign, Adobe Illustrator, GIMP 2.10, & much more

Adobe Premiere, Final Cut Pro, Sony Vegas, Adobe After Effects

Blender, Maya, AutoCAD, Source Filmmaker, Unity

Construct 3, Adobe XD, Scratch, Godot, HTML/CSS/JS, C & C++

Audacity, Adobe Audition, Garageband, FL Studio 13

Honors & Achievements
- I designed an exhibit that has been in the Tackapausha Museum since 2017
- I have multiple works that have been showcased in Utica's Gannett Gallery
- Proud Eagle Scout of BSA Troop 96

Ask me for my references!