



I'm a designer 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.

✉ bobbyzuch1@gmail.com

📞 (516) 406-0098

🌐 zuchr.github.io

🏠 Massapequa, New York (Long Island)



Relevant Work Experience

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

Freelance Graphic Design

2012 - Present

- Frequently making graphics for clients and friends
- Tasked with creating original art and assets
- Improving on designs by periodically showing progress to clients
- Making static & dynamic art, animations, pixel art, and other misc. things
- Acting professional with clients while also forming genuine friendships

Graduate Assistant - Research Foundation for SUNY

2021 - 2022

- Worked as an employee for the State of New York
- Published webpages for multiple publicly-browsed websites
- Showcased interactive document-driven data using JavaScript
- Developed style guides and planned responsive layouts for each page
- Wrote all web code by hand, and created original graphics to fit the pages

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
- Upheld a fun environment and played with the campers



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

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, drove, & taught my own lesson with just 3 days notice

Lead Designer - The Factory Times

2019 - 2022

- Assembled others' article designs for print & web view
- Created the front and back covers of the issues with respect to bleed and slug
- Designed the table of contents, staff, announcement, & advertisement pages
- Post-edited and assisted with the designs of my peers
- Gave helpful feedback and kept a friendly environment



Education

SUNY Polytechnic Institute - Utica, NY

BS: 3.84 / 4 GPA MS: 4.00 / 4

Bachelor of Science Degree
Communications & Information Design

Master of Science Degree - Dec. 15, 2022
Information Design Technology

Minor: Game Development

Skills & Software

- Graphic Design
- Layout Design
- Web Design
- Photo Editing
- Video 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!