**Career Objectives**

To progress from an entry level position to a professional and challenging video game design career with the goal of a leadership role in a driven and focused organization.

**Work Experience**

*Full Sail University August 2017 – December 2019*

*Art:*

* Designed Game objects in Maya
* Used Maya to create detailed game objects that can be imported into Unity or Unreal.

*Game Design Projects:*

* Work regularly with Unity and scripted in C# as well as Unreal Engine and their Blueprints.
* Strong skills and focus on Level design, UI, Asset creating/Integration
* Developed games individually and as a team from scratch to Beta level using Trello boards for organization and Perforce for file sharing and collaborative work.
* Used debugging methods and playtesting to assure quality assurance in my games.

*Mintel Group, Ltd* – Chicago, IL December 2015 - August 2016

Account Executive

* Responsible for managing a pipeline of 200 companies and identifying the relevant market research reports for their needs
* Actively sourced new sales opportunities for ad hoc market research reports and was responsible for the entire sales process from sourcing to close
* Worked closely with our outside sales team to secure new long-term relationships

*Insight Beverages Inc.*- Lake Zurich, IL January-March 2014

Marketing Internship position

*Eastern Shore Communications* - Cape Charles, VA May-August 2013

Marketing Internship position

**Education**

*Full Sail University* July 2017 - December 2019

* Video Game Design Bachelor’s Degree
* Experience with Unity(C#), Unreal, Maya, Microsoft Office, Microsoft Visual Studio

*University of Bamberg*, Bamberg, Germany March - July 2014

* German immersion program.
* Emphasis on International Business Relations.

*Clemson University*- Clemson, SC August 2011 - August 2015

* Bachelor of Science in Marketing
* German proficiency, 8 years of study