

OBJECTIVE

- To obtain part-time employment and gain experience as a 3D Animator

EXPERIENCE

Dakdan Entertainment Intern • January 20, 2022 – May 23, 2022

- Creating a game concept for an unreleased platform.
- Managing direct communication with CEO on progress.
- Teaching other interns the basis of video game documentation.

CEO of 3 Inch Cats • August 24, 2020 – Ongoing

- Creating the sound for Cardboard Crusaders through the process of foley.
- Setting up the code for game functionality.
- Managing business expenses.
- Managing 5 employees and delegating tasks according to skill.
- Managing copyright and trademarks.

EDUCATION

Great Bridge High School • June 15, 2018

- Advanced academic diploma, GPA 3.5.
- Member of National Honors Society
- President of Amateur Radio Club

Tidewater Community College • May 13, 2019

- Cumulative GPA of 3.5
- General Studies

George Mason University • May 13, 2022

- Graduated Magna Cum Laude with a Bachelor's in Computer Game Design

SKILLS

- Experience in using C#
- Use of the Unity engine and Unreal 4 Engine
- Experience with 3Ds Max, Blender, Maya, Adobe photoshop, Adobe Illustrator

