

Objective

To obtain a position creating media where I can push my technical knowledge and artistic skills to the limits every day.

Education

Georgia Institute of Technology | Atlanta, GA | December 2010
Bachelors of Science in Computational Media

Tools

Languages

HTML, CSS, PHP, SQL, JavaScript, Java, Action Script, Processing, C, C++, Lisp

Software

Adobe: Premiere Pro, After Effects, Photoshop, Illustrator, Flash, Dreamweaver, Acrobat, InDesign
Microsoft: Word, Excel, PowerPoint, Publisher, Visual Studio
Maya, Final Cut Pro, Windows/ Mac OS

Skills

UI Design, Graphic Design, Web Design, Game Design, Info Design, Prototyping, 3D Modeling, 3D Animation, Video Editing, Visual Effects

Experience

Georgia Institute of Technology: Ivan Allen College | Atlanta, GA | 02-2010 to Present
IT Support Technician

- Work with several different technologies both hardware and software
- Troubleshoot problems on a daily basis

Septic Service Pro | Buford, GA | 05-2009 to 03-2010

Marketing and Graphic/ web Design

- Designed and built the company's main web site and set up a web presence with several web based advertising systems, such as Google AdWords

Kelly Cate | Buford, GA | 2005 to 2009

Graphic/ web Designer

- Designed the promotional site for a local music artist, Kelly Cate
- Designed two family based sites for her children

Covenant Faith WOC | Hoschton, GA | 09-2007

Graphic/ web Designer

- Designed the site for a local church
- Built a custom content manager

4 Kids USA, INC. | Snellville, GA | 01-2006 to 08-2006

Graphic Designer

- Designed children's crafts and toys
- Digitized artists drawings

CriderWeb Sports | Snellville, GA | 03-2005 to 12-2005

Program Designer/ Graphic Designer

- Designed web tools for several different websites
- Worked with server technologies such as MySQL databases

Regal Entertainment Group | Buford, GA | 04-2004 to 10-2004

Junior Manager

- Acknowledged for excellent job performance 05-15-2004
- Managed groups of 5-15 people

Projects

Dotman's Revenge

Pacman based augmented reality iPhone game

- Worked in a group of 4 members
- Designed the game AI, menu system, and assisted in game logic, and graphics

Collider

Platform puzzle game built in C++

- Worked in a group of 3 members
- Designed the game level, GUI interface, 3D modeling and assisted in game logic