Your Name Portfolio link if you have one

Address, City, VT zipcode Email and phone

**Project Development Attributes**

**(Name the quality and then provide evidence)**

*Team-oriented*: Often regarded as the organizer in group work; motivate others to stay on task

*Collaborative*: Enjoy supporting others and sharing ideas, critiques, and successes

*Flexible*: Adapt well to shifting priorities and new directions; understand that change is a constant norm

*Deadline-focused*: Take pride in managing time and priorities; often finish work before deadline

*Writing*: Carefully document each milestone and keep accurate records; enjoy narrative writing

*Critical thinking*: think of example from your CORE classes to demonstrate this mental intelligence

**Technology Skills**

Unreal Development Kit; Autodesk Maya; Subversion Tools; Adobe Flash; Microsoft Word and Excel

**Role Experience or Project Experience**

The Emergent Media Center, Champlain College, Burlington, VT

Interactive Designer, Fall 2012-Present

Research, design, and implement interactive assets for *Breakaway*, a United Nations funded game aimed at boys and young men to help prevent violence against women. Hyperlink here.

Senior Production Class I, Fall 2012

Lead Designer on *Name of Game* within a team of six. The goal of the game is to encourage young adults to consider saving money. The maze game leads players on an adventure through multiple financial literacy choices with penalties and rewards. Used (list platforms, tools, software…).

Name of Class, Spring 2012

Narrative designer on *The Ending*, a Flash-based action quest that terrifies and exhilarates players on a quest to disprove the world will end in 2012. This team of eight completed the game within three months and published it on ….. Link here.

List any independent or freelance game work/projects/competitions

**Additional Work Experience**

List other jobs if you feel strongly that they will add value to your application. Example:

Name of Company, City, ST

Call Center Representative, Summers 2010–2012

Assisted customers from all over the world with queries about company products. Learned to turn negative user experiences into positive solutions. (This shows interpersonal skill which is an emotional intelligence attribute.)

**Education**

Champlain College, Burlington, VT

Pursuing Bachelor’s in Game Design, Expected graduation May 2013

* Spent a semester in Montreal, Canada, a game industry hub. Attended conferences, IGDA meetings, and competitions. Enjoyed being taught by game professionals from Ubisoft, Eidos, and Gameloft.
* Served as a Residential Assistant in a hall with 35 students. Ensured College policies were carried out, programmed educational events, and helped create and maintain an inclusive and safe environment.
* Member of the Champlain College Game Developers Club.