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| Troy TownshendLevel designer and 2D artist/designer | 10 Farmington AvenueHaverhill MA, 01832**508-558-6526****tntownshend@gmail.com** |
| EXPERIENCEAcme Nerd Games, Madison, WI —InternJanuary 2018 - May 2018Created 2D art assets to be implemented into game engine.Implemented game ready assets into game engine.Created Steam page UI for trophies.Becker College Game Studio, Worcester, MA — Designer/Design Lead (Student)August 2016 - December 2018 GPA 3.883 Cum LaudeCreated stunning visuals in the forms of game trailers and 2D art.Led design team to making a published title(s). Created expansive levels and designed particular challenges for the player to traverse.Documented specific design documentation for walk through, step by step, and inner workings of game and interface.Made UI/UX choices based on player feedback.Stationed as presenter in open game events.Gave feedback on other game designs for other studios.EDUCATIONBecker College, Worcester, MA — *Bachelor of Art in Interactive Media Development.* August 2015 - December 2018Worked as a design student for level design, web design, video design, and other multimedia purposes.PROJECTSJaywalker — *2D Artist and Video Designer*Created multiple out of game 2D graphicsManipulated and edited Gameplay video into final trailer. | SKILLS* Adobe Photoshop
* Adobe Illustrator
* Adobe Premiere Pro
* Adobe InDesign
* Adobe Dreamweaver
* AutoDesk Maya
* Unity

AWARDS**Adobe Certified Associates Degree (Illustrator 2015)** Provided by Whittier Technical Vocational High School, tested to show perfect basic mechanics and understanding of Illustrator.**Adobe Certified Associates Degree (InDesign 2015)** Provided by Whittier Technical Vocational High School, tested to show perfect basic mechanics and understanding of InDesign.**National Technical Honor Society.**Accepted into Society Sophomore year. **G**iven to students who show scholarly excellence in high school for being top 5% percentage of student body. |

## The Machine (Hololens) — *Lead Designer*

Created multiple out of game 2D graphics

Created and designed puzzles and layout of objectives.

Held meetings with team members of art, design, and programming.

Documented changes and gameplay mechanics throughout the build of the game

Manipulated and edited Gameplay video into final trailer.

Tested and showcased PAX build to a audience in different venues.

## Rewired — *Level Artist/Designer, Video Designer*

Created multiple levels of tutorial based gameplay teaching the player the basic mechanics of the game.

Created customized levels for players to get a handle for the terrain and flow of the game.

Participated in multiple art and design meetings.

Tested for quality assurance and bugs.

Manipulated and edited Gameplay video into final trailer.