JANE SOMEBODY

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Technical Skills

- Photoshop
- Illustrator
- Premiere
- After Effects
- ZBrush
- Unity
- Unreal Engine
- Maya
- Blender
- Substance Painter
- Substance Designer
- 3D Coat
- xNormal
- Perforce
- Plastic SCM
- SourceTree

Education

Clark University | Worcester, MA

Anticipated Graduation: May 2022

Bachelor of Arts in Interactive Media Design

Experience

Mighteor/MassDiGI | Boston & Worcester, MA

Quality Assurance Tester, **September 2017 – Present**

- Ran system tests for both iOS/Android tablets up to 5x/week
- Recorded and submitted bug reports as well as confirmed or removed previously submitted bugs in Jira
- Managed five remote quality assurance testers to report to the main Boston team
- Trained two remote QA testers and maintained all documentation for the project

MassDiGI | Worcester, MA

Summer Innovation Program Intern; Lead UI/UX, Environment Artist, **May 2017 – August 2017**

- Worked with a team of seven to create a mobile game and prepare it for launch in a twelve-week program
- Modeled, textured, rigged, and animated a majority of the environment art, enemies, and collectibles
- Created the BVT, build verification test, and ran biweekly (2x/week) tests for iOS/Android
- Managed social media accounts, posting consistently to promote the game

Petricore, Inc. | Worcester, MA

Intern, **December 2016 – May 2017**

- Conceptualized and designed characters to be implemented in the game, following the full pipeline to animation
- Designed, modeled, and textured accessories in Blender and Photoshop for player character customization
- Developed UI, buttons, and icons for their mobile phone game, Battery Boy, in development

Becker College Summer Game Studio | Worcester, MA

Academic Assistant, **July 2016**

- Coached and mentored eighteen high school students with a two-week summer camp on how to use Unity for 2D game development
- Taught additional lessons on the basics of Photoshop, Blender, and Maya

Projects

JUMPSTART Triage, MassDiGI
Assistant Producer, Lead Artist
- Assisted production tasks, managing a team of eight students for a triage simulator for first responders
- Ran weekly meetings, lab sessions, and stand ups, and assigned tasks to team members
- Mentored new interns on how to use Substance Painter, ZBrush, and Maya in the pipeline
- Created environment art assets ranging from school to office scenes

Puzzle Hamster VR, Accipeter Studios
Lead Artist
- Created a majority of the art assets in the entire project, totaling to over seventy assets
- Assigned tasks to team members, mentoring and hosting workshops to promote growth
- Managed the art pipeline for artists, teaching junior artists about optimization for 3D art in PC games

Volunteer Experience

Girl Hackathon |Boston, MA
Volunteer, October 2016 & October 2017
- Volunteered and coached a team of three to five students throughout a workshop in making their own mobile games
- Utilized the application Hopscotch, teaching middle school girls about the fundamentals of game development with drag-and-drop coding

Don't Forget

Think about the following when crafting your resume for each and every role you apply for:
- Is tailored to the types of roles I'm targeting
- Has up-to-date contact information (including my customized LinkedIn URL)
- My personal email is listed (this may not be the University affiliated email address)
- Features a current email address and **portfolio link**
- Highlights my career and academic achievements and accomplishments
- Is easy to read and follow
- Has been edited to include words and phrases that are common to the industry and position I'm targeting (words that can be picked up by software key word searches)
- Uses engaging action words (e.g., managed, developed, organized)
- Is one **to two pages long**
- Is free of spelling and grammatical errors
- Has been proofread by a trusted colleague or professional. Use the Career Lab for resume and cover letter review: Career Lab - Career Connections Center - Clark University
- Is completely accurate
- Features the most applicable and transferrable experience in the top third of the first page
- Is ATS friendly! These are the systems used to track and "read" applications for employers.

*Material adapted from Becker School of Design and Technology Resource Guide, created by Brandon Frencic