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| AM Objective To obtain employment as a game designer for either physical or digital games. Skills  * Adobe Photoshop * Unity * Maya * Google Docs * Leadership * Creativity * Oil and Acrylic Painting * Digital Painting | |  | | --- | | Andrea MaahsGame Designer | www.pandafeather.com |  ExperienceLevel Design Intern • Zindagi Games • June 2015 – August 2015  * Responsible for both creating and editing over 70 levels on Disney Dream Treats * Wrote technical documents detailing the use of in house level design tools * Worked with team to make decision about game flow and level difficulties * Received full design credit for work in the game’s credits  Customer Experience Manager and Cashier • Michael’s • 2011 – 2012  * Welcomed guests and managed staff on sales floor and registers * Handled guest issues in a polite and professional manner * Helped with special orders as well as class/event planning  Store Manager • Blockbuster • 2001 – 2009  * Assisted guests with movie recommendations and issues * Managed store inventory, shrink levels, and employees * Maintained store merchandising and created extra signage and endcaps for promotional items not issued by corporate  Office Assistant / Tech Support • Roland’s Smog Check • 1994 – Present  * Provide technical support as needed * Answer phones, book appointments, and fill out customer invoices * Set up and maintain computer and supplies as necessary  EducationBA Game Design • June 2017 • Academy of Art University, San Francisco, CA Traditional board game design, Game Design and some scripting in C#, Unity, UI Design, Low Poly 3d Modeling, and digital painting June 1998 • Villanova College Preparatory School, Ojai, CA 1 year on Yearbook staff, 1 year Varsity Softball Additional Activities Mentored in art by Sharon Butler, and assisted in instructing students. Instructed Sharon in the use of a computer and photo editing in Photoshop to better promote her work. |