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| AMObjectiveTo 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
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| 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, CATraditional board game design, Game Design and some scripting in C#, Unity, UI Design, Low Poly 3d Modeling, and digital paintingJune 1998 • Villanova College Preparatory School, Ojai, CA1 year on Yearbook staff, 1 year Varsity SoftballAdditional ActivitiesMentored 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.  |