

David White [white84@canisius.edu]

[716-874-1677]

[194 Commonwealth Ave, Buffalo, NY 14216]

Objectives

My ultimate objective is to use my skills in 3D modeling and game design to get a job as a junior designer in the field. Doing this successfully will help to inspire others in similar situations to mine to be successful in this field as well

Summary of Qualifications

- Intermediate in: Adobe Photoshop, Adobe Illustrator, InDesign, Flash, Maya LT 2015 and Unity 2013.
- Can support and be a team player with others
- Modeled architectural spaces and walkthroughs which can be seen on my website <http://davidwhiteportfolio.wordpress.com/>

Internship

[Perfect Parallel, Buffalo, New York]

[January-May 2014]

- Back end coded, designed golf courses in Unity and learned how to work in a coding environment with others. 6 hours a week.
- In September 2014, worked with former colleagues. Together, we made the game Enlightenment for Buffalo Game Jam 3. <http://www.laksom.com/Enlightenment/>

Education

[Canisius College, Buffalo, New York]

[Anticipated Graduation May 2015]

Bachelor of Science in Digital Media Arts

GPA: 3.62/4.00

Campus Involvement

[Canisius College Anime Club]

[Fall 2012 - Present]

Club Member

[Canisius College Digital Media Arts Club]

[August 2012 - Present]

Club Member

- Attend presentations to continuously gain new knowledge of media we use
- DMA club treasurer (Fall 2013 to present)- Learned to balance being treasurer with class responsibilities

Experience

[Canisius College Literacy Center]

[August 2011 - May 2012]

Service Learning

- Tutored seventh grade student once a week on her literacy skills
- Ensured student stayed on task and progressed from week to week
- Demonstrated the ability to adapt and follow supervised direction
- References may be supplied by request