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| Christopher Ward | |
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| Self-motivated and hard working designer open to prospective opportunities. Proficient in problem solving and teamwork. Excellent listening and communication skills. Flexible, quick learner, trustworthy and responsible. Remaining current on digital technology | |  |  | | --- | --- | | Phone: | (407) 430-8785 | | Website: | www.chrisw622.wixsite.com/cwportfolio | | Email: | chrisward610@gmail.com | |

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| |  | | --- | | Skills | | Microsoft Office, PowerPoint, Xcel, Maya, Adobe Photoshop, Illustrator, InDesign, Java, JavaScript, HTML, CSS, C, C# 3D Modeling, Graphic Design, User Interface Design, Digital Media, Leadership, Simulation Development, VR / AR |

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| |  | | --- | | Education | | |  |  | | --- | --- | | **Seminole State College - Seminole County** | 2009 - 2012 |   **Associates Degree in General Education**  Won a scholarship and graduated Magna Cum Laude with a 3.6 GPA. Attended Leadership retreats including Leadershape and joined the Seminole State Volunteers. Secretary and Treasurer for the Heathrow Campus. Member of the Digital Media Club   |  | | --- | |  |  |  |  | | --- | --- | | **University of Central Florida** | 2013-2017 |   **Bachelor of Arts in Digital Media**  Attended on Scholarship and graduated 3.3. Participated in Game Jams , competitions where groups make a functional game in 48 hours, to enhance skills. Representative for the School of Visual Arts. Member of the Game Dev Knights. |

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| |  | | --- | | Experience | | |  |  | | --- | --- | | **QKids** | Feb 2019-Present |   **English Teacher**  Remotely teaching English online to children in China between the ages 4 to 12.   |  | | --- | |  |  |  |  | | --- | --- | | **Continuum Studios** | March 2018 - Present |   **UI Artist**  Collaborated with the Art director and producer. Produce 10 assets per day. Utilized Adobe Photoshop, Illustrator and Unity for asset integration. Learned time management and flexibility to changing tasks and expectation   |  | | --- | |  |  |  |  | | --- | --- | | **24/7 InTouch** | October 2018 - November 2019 |   **Tech Support/Customer Service Representative**  Managed accounts and placed orders for customers. Provided Technical Support for a Premier Channel streaming service over three mediums. Phone, E-Mail and Chat.   |  | | --- | |  |  |  |  | | --- | --- | | **Universal Studios Resort Orlando** | Nov 2012 - July 2018 |   **Event Guide**  Coordinated parades and escorted floats. Provided security for corporate and celebrity events. Crossed trained to entrance operations. Worked attractions, concessions, guest services and learned flexibility on the job where needed.   |  | | --- | |  |  |  |  | | --- | --- | | **Lab Assistant** | Aug 2017 - July 2019 |   **UCF Games Research Lab**  Assisted professors in their courses and students in their school projects. Worked under Dr. Emily Johnson. Provided art and programming assets. Examples include a Biblical Archeology game for a professor title "Sherlock's Riddles" and an Engineering student VR language acquisition project titled "ELLE: Endless Learner"   |  | | --- | |  |  |  |  | | --- | --- | | **Parsound** | May 2017 - Aug 2017 |   **Graphic Design Intern**  Constructed an art style guide for the company's brand. Certified in graphic design courses to sharpen skills. Produced 10 - 20 marketing materials per day.   |  | | --- | |  |  |  |  | | --- | --- | | **Simblocks.IO** | Jan 2017 - May 2017 |   **Game Artist Intern**  Company had a contract with a U.S Military. Responsibilities included creating 3D models in Maya and Blender software. Developed assets to use for environment levels. Integrated the assets into Unity to make them interactive. An example of my work is constructing a building and rigging it to explode with a touch of a button. |

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| |  | | --- | | Certifications | | |  |  | | --- | --- | | **Programming in C#** | 2019 |   **Sololearn**   |  | | --- | |  |  |  |  | | --- | --- | | **HTML5 Application Development Fundamentals** | 2019 |   **Sololearn** |

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| |  | | --- | | Awards | | |  |  | | --- | --- | | **SVAD Student Showcase** | 2015 |   **"Sheepish" - Featured**  As a part of the student showcase for the School Of Visual Art Digital Media Major, Our Project was featured in a presentation. In charge of the User Interface art.   |  | | --- | |  |  |  |  | | --- | --- | | **Indie Galactic Space Jam Featuring NASA** | September 2018 |   **"Solar Surfer" - 2nd Place**  "Solar Surfer", a third person racing game made over 48 hours. Collaborated with NASA. Supervised User Interface design and art. Featured at a Planetarium in Seminole County Florida.   |  | | --- | |  |  |  |  | | --- | --- | | **UCF Computer Science and Engineering Student Showcase** | Dec 2017 |   **ELLE: Endless Learner - Best in Show**  This project brought to the Research Lab for Sponsorship. Provided art assets and direction. |

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| |  | | --- | | Projects | | |  |  | | --- | --- | | **Tiny Toyfare - User Interface Lead** | Jan 2017 - Oct 2017 |   **https://store.steampowered.com/app/659630/Tiny\_Toyfare/**  Headed the User Interface art and design. Used Photoshop, Illustrator and Unreal 4.   |  | | --- | |  |  |  |  | | --- | --- | | **ELLE Endless Learner - Artist** | Sept 2017 - Dec 2017 |   **https://gamesresearch.cah.ucf.edu/elle-the-endless-learner/**  Sole artist on project and in charge of art direction. Handled the 3D and 2D assets as well as the marketing material including the video on the web page. |