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SHAWN VOGELS

QUALIFICATIONS

Technically proficient with:

- Unreal 3 Editor
- Unity 3D
- Autodesk Maya
- Adobe Photoshop
- Adobe Flash

Related Skills:

- Microsoft Office (Word, Excel, PowerPoint)
- Versioning software (SVN)
- Bug/Task Tracking Software (Mantis, Jira)

Soft Skills:

- Strong and effective communication skills
- Natural leadership qualities
- Excels in a team atmosphere

EXPERIENCE

Level/Puzzle Designer

Red Rolling Hood, 2D Puzzle Platformer for iOS/PC

Independent Studio

October 2011 – Present

- Responsible for creation of puzzles of varying difficulty using level features, game philosophy, and player psychology.
- Collaborate and communicate with a small team of designers to maintain and ensure a cohesive gameplay experience.
- Regularly solicit feedback and critiques from team members and respond with analytical criticism.

Producer/Project Manager

Fists of Ymir, 2.5D Action Platformer built in Unity (Student Production)

January 2011 –September 2011

- Was responsible for daily product assessment, assigning tasks, scheduling project milestones, managing project scope and deliverables, design changes, and build control/check-ins.
- Organized and managed a team of 25 individuals, all involved in the core disciplines, artists, designers, and programmers.
- Organized a comprehensive presentation of the final product to 250+ industry professionals, program instructors, and fellow students.

General Staff

Rio Theatre, 1660 Broadway Vancouver

November 2010 – Present

- Responsible for all financial transactions including ticket sales, concession sales, and cashing out tills.
- Performed both opening and closing duties daily to ensure continued functionality of operations.

EDUCATION

Game Art & Design

Art Institute of Vancouver
Diploma - December 2011

RECOGNITION OF ACHIEVEMENTS

- Recipient of the Dean's Honour Roll every quarter and maintained a GPA of 3.8

References available upon request