Nicholas Rosener

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OBJECTIVE

Web design, Game design.

EDUCATION

San Jose State University, San Jose, CA 2010
Bachelor of Art, Concentration in Digital Media

TECHNICAL SKILLS

Applications: Adobe Photoshop, Adobe Flash, Sublime Text 2, UDK

Languages: Actionscript 3.0, HTML, CSS, PHP, UnrealScript

OS's: Windows, OSX

Experience in: Illustrator, Javascript, jQuery, Firebug, Wordpress, MySQL, Filezilla, SVN, Computer IT and construction.

WORK EXPERIENCE

Stronger Than Pickles, Foster City, CA
Project Manager and Multi-role Designer for a small Video-game studio
2009-Present
- Designed and implemented over 5 different video game concepts.
- Managed programmers and contributed code.
- Created game art assets utilizing Photoshop and Blender.
- Created and enforced deadlines and goals.
- Designed logos, business cards, and group website.

Property & Casualty Surveys, South San Francisco, CA
Personal-lines Quality Assurance Specialist
2002 – Present
- Photo editing including proper compressions, color correction, and organization.
- Proof-reading and writing narratives for reports.
- Contributed to increased productivity as one of the highest work volume producers.
- IT including diagnosing computer issues, maintenance, and set-up.
- Handling phone calls from field employees with technical support.

San Jose State University Art Department
Teacher Assistant for Art & Information course
2009-2010
- Aided professor in teaching Actionscript and Flash by creating tutorials for students.
- Tutored students one on one to solve programming and artistic problems.

AWARDS

Fang Quai Award 2007 & 2008
Yearly award given to several outstanding students in the SJSU Digital Media department.

REFERENCES

Available upon request.