David Enersen
Game Designer | Digital Artist

https://dudewithgames.github.io/enersenartportfolio/index.html

Bachlor's Of Science, Computer Game Design
Dakota State University, 2020

Work History

Graphic Designer | DSU Athletics Department
09/2016 - 05/2019

Generate visually appealing poster designs while fitting and editing photos to put in social media and print. Communicating with the manager and making sure to meet the school's standards. Utilizing Photoshop as the main program to produce content, occasionally working on premiere and after effects

What i Have Learned from My Other Jobs

- Work together as a team to get the job or project done.
- Communicate with people to provide excellent customer service and satisfaction.
- Break down complicated problems into smaller steps.
- Follow policies and code of conducts on the workplace.
- Treat everyone the way they want to be treated and listen to what people have to say.

Community Activities

- SoDak Furs Community Lead
- Siouxland Smash Tournament Committee

Software

Adobe Photoshop
Adobe Illustrator
Adobe Premiere Pro
Adobe After effects
Adobe InDesign
Autodesk Maya
Autodesk Mudbox
Notepad++
Sublime Text
Webstorm
PHPstorm
Krita
Unity
Microsoft Office

Skills

Agile Development
Digital Drawing
Texture Mapping
Character Design
Vector Graphics
Attention to Detail
2D Animation
3D Modeling
Video Editing
Graphic Layout
HTML, CSS
C, C++, C#
Javascript, JQuery
Customer Service

Time Management
Cooperative
Networking

Projects

Client Work:
Providing clients with graphics and general work for them. Work includes: generating graphics and videos for Siouxland Smash. and drawing Art for interested clients for money.

Portfolio Website:
Website that's manually coded to display the best works using bootstrap, html, css, and javascrip/jquery libraries.

Landkreuzer | 08/2016 - 05/2017
Generate 2D concept art, then create 3D models and eviroments as well as paint the textures for a 3d WWII action game

Stormbreakers | 08/2017 - 05/2018
Produce concept art for the characters as well as generating sprites and later a digitally drawn style for a 2D fighting game

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