

Garrett M. Wall

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Portfolio: www.garrettwall.com

Education:

University of Wisconsin – Whitewater

Bachelor of Arts – Magna Cum Laude

Major: Media Arts and Game Development,
Art Emphasis

Minor: Web Development and Administration

Whitewater, Wisconsin

GPA: 3.7 / 4.000

Graduation Date: May 2014

Skills:

- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- CSS
- Java
- SQL

- Adobe Dreamweaver
- Autodesk Maya
- HTML
- Javascript/JQuery
- PHP

Professional Experience:

Research Assistant

UWW College of Arts and Communication

May 2013 – December 2013

Whitewater, Wisconsin

- Applied knowledge of 3D modeling using Autodesk Maya to build, texture, and rig 3D models.
- Worked with team as well as with other departments to accomplish goals.
- Worked under deadlines.

Darlington: A History Through Photography Website

Web Designer and Developer

Media Arts And Game Development Expo

December 2012 – May 2013

Whitewater, Wisconsin

- Researched most current design trends and best practices to construct the best possible website under strict deadlines.
- Designed an aesthetically pleasing and well designed website from the ground up using standard user experience and design practices.
- Worked independently under strict deadlines to design and program a fully functional website using HTML, CSS, Javascript, and JQuery.
- Troubleshoot errors and bugs to ensure the website ran smoothly.

GameZombie.tv

2D Artist and Designer

January 2011 – May 2011

Whitewater, Wisconsin

- Worked with a team to make quality artwork for web shows, articles, logos, and the overall site look using Adobe Photoshop and Adobe Illustrator.
- Worked quickly and efficiently with team and across departments to create quality work and meet deadlines.
- Created concept art and mockups for web content and videos.