

CONNOR SHIPWAY

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EDUCATION

GRADUATE **Masters in Art + Design** **GPA 3.91**
North Carolina State University, Class of 2019

UNDERGRAD **Bachelors in Art + Design** **GPA 3.73**
North Carolina State University, Class of 2017

WORK EXPERIENCE

CURRENT **North Carolina State University** *Fall 2017 – Present*
Working as a Research Assistant to NCSU Art + Design Professor Todd Berreth. Responsible for conceiving, designing, and developing a variety of interactive media solutions, including art installations, museum exhibits, and technological showcases. Working using Unity 3D and C# to develop applications, tools, and virtual environments, as well as Autodesk Maya and Adobe Creative Suite to develop the visual assets which populate those environments.

PAST **Genera Games** *Summer 2016*
Worked using the Adobe Creative Suite to develop a variety of graphic works, including app icons and promotional banner “screenshots”, to be deployed alongside shipped mobile games onto the Apple App Store and the Google Play Store. Considered matters such as localization, user appeal, and adherence to third-party intellectual property, so as to maximize client satisfaction, generate app downloads, and maintain current users.

NC Baptist Convention *Summer 2015 – Fall 2015*
Worked using the Adobe Creative Suite to create a variety of graphic works, including postcards, fliers, pamphlets, and other promotional items.

SKILLS

GAME DEVELOPMENT *Unity 3D, Game Maker*
PROGRAMMING *C#, Java, Python*
ADOBE CREATIVE SUITE *Photoshop, Illustration, InDesign*
ANIMATION *2D, 3D*
3D MODELING *Autodesk Maya*
GRAPHIC DESIGN
ILLUSTRATION