

Reginald A. Franklin III

6 Heritage Hill Drive, Erial, NJ 08081
Portfolio: reggame.weebly.com

regaf3@gmail.com
856-906-9220

OBJECTIVE	Seeking to utilize my education/expertise to develop creative and immersive experiences as a game designer.		
SKILLS and SOFTWARE	Game Design Game Documentation Game Testing Level Design Prototyping	3D Art: Modeling, Rigging, Animation, Textures 2D Art: HUDs, Pixel Art, Animation	Adobe Illustrator & Photoshop Autodesk Maya Excel, PowerPoint, & Word Multimedia Fusion 2 Developer Unity
PROJECT EXPERIENCE	Duel Major (PC)		September 2012 - present Role: Co-designer and 3D artist Programs used: Maya, Photoshop, Illustrator, Unity “Duel Major” is a 1v1 platformer-fighter with personifications of the RPI majors as fighters. My tasks involved modeling and texturing stages and characters in addition to rigging and animating characters.
	Desktop Bomberkid (PC)		April 2012 - present Role: Lead designer, programmer, and 2D artist Programs used: Multimedia Fusion, Photoshop Save the world in this platformer-variation of Bomberman. Designed and refined this game based on extensive feedback while creating all sprite art and animations in addition to programming.
	Gold and Glory (PC)		December 2014 Role: Co-designer, level designer, and 2D artist Programs used: Photoshop, Illustrator, Unity In this co-op bullet hell, players swap roles with their partner from attacking to defending and vice-versa. Developed the game’s core mechanics with others, designed enemy waves, and created 2D assets.
	The Lease of Your Worries (PC)		May 2014 Role: Lead designer and 2D/3D artist Programs used: Maya, Photoshop, Unity Players must fight waves of enemies in this top-down beat ‘em up. Led a team of four, animated 2D and 3D assets, and developed project plans, a design document, and milestones for the team.
COURSEWORK	Game Development I		Spring 2013 Worked in four small teams over the course of the semester to create a game in Pygame, Panda3D, and two in Unity. Collaborated with team members to design each game while creating 2D and 3D art.
	Writing for Games I		Spring 2013 Became proficient at writing pitch, concept, and game design documents using a game of my design.
OTHER RELATED EXPERIENCE	RPI Game Development Club	President (Fall 2013 – Spring 2014), Treasurer (Fall 2011 & Fall 2012)	Successfully worked with fellow officers and club members to manage and perform logistics for weekly meetings, Game Jams, and our annual event - the Rensselaer Game Showcase (RGS).
	Game Development Club Game Jam Competitions		Spring 2011 – Fall 2014 Created games based on themes within a time limit. Worked on various teams, used different game engines, and won in multiple categories. All games were judged by employees of local game companies.
EDUCATION	Rensselaer Polytechnic Institute (RPI), Troy, NY		December 2014 BS in Games and Simulation Arts and Sciences; Concentration in Electronic Arts GPA: 3.14 / 4.0