

NICHOLAS BRIGHT

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Game design student with 4+ years of experience. Determined and hardworking with knowledge with many programs such as Photoshop, Illustrator, and Unreal Engine. Have been playing games since I was a kid so am aware of what makes a great game. I love creating immersive environments in unreal engine for players to get invested in.

EDUCATION

AUGUST 2018-PRESENT

PURDUE POLYTECHNIC INSTITUTE, **Computer Graphics Technology,**
NEW ALBANY, IN

Currently working on CGT degree. Maintain my own website, sketching, animation/illustration and graphic arts.

MAY 2017

JEFFERSON COMMUNITY AND TECHNICAL COLLEGE LOUISVILLE, KY

General education classes.

JUNE 2015

OLDHAM COUNTY HIGH SCHOOL LOUISVILLE, KY

Graduated in 2015 with a 3.1 GPA

**BACHELOR OF SCIENCE IN COMPUTER GRAPHICS TECHNOLOGY WITH A MAJOR
IN GAME DESIGN**

EXPERIENCE

- **Game Attendant AT MAIN EVENT ENTERTAINMENT**
July 4th 2020 – Current

SKILLS

- Knowledge of technology and programs such as Photoshop, Illustrator and Cinema 4D.
- Determined
- Communication
- Teamwork
- Problem Solving
- Work Ethic and Time Management

- Adaptability

VOLUNTEER WORK

I lead gaming clubs in high-school and volunteered to help my teachers with charity events. I have volunteered at animal shelters for school projects.

Worked with my uncle in December of 2018 to help do some maintenance at a local high-school.

REFERENCES

Promptly furnished upon Request.