Aaron Fournier

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EDUCATION

Becker College, Worcester, MA; 4.0 GPA

Bachelor of Arts in Interactive Media Design — May 2019 Graduate

Concentration in Game Design

COURSEWORK/SKILLS

- Unity
- Unreal Engine 4
- Autodesk Maya
- Sculptris
- Substance Painter
- C++ programming language

COLLEGE EXPERIENCE

Through coursework at Becker College, I've:

- Created and textured 3D models for game implementation
- Collaborated to create game design documents and document ideas
- Created written and in-engine design concepts
- Worked with other group members in quality assurance testing of projects
- Facilitated communication and teamwork skills within group environments

Game Contributions:

- *Mystria* (shown at PAX East 2018) – An ambient virtual reality game that allows players to listen to combinations of various melodies as well as freely play musical instruments. As a designer and 3D artist, I helped to assemble a 3D level concept, created concept sketches and documents, and developed assorted 3D models.
- *L.A.W.: Legends at War* – A fast-paced multiplayer online battle area game where players control heroes from various time periods. While working on this project, I acted as a designer to assist in writing concepts of game mechanics and user interface systems.
- *Zap Zap Zombiecats* – A tower defense game featuring a zombie-cat apocalypse. I took on the role of a designer, creating level sketches and written concepts of mechanics and systems.

WORK EXPERIENCE

Shipper/Receiver at TJMaxx: February 2020 to present

- Coordinate with supervisors and associates to achieve departments' production goals
- Utilize organizational and mathematical skills to ensure merchandise is properly sorted and tallied
- Follow safe handling methods to lift and move merchandise