Paul Seitz

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www.paulseitz.dev

EDUCATION

IllinoisState University
Creative Technologies • Normal, IL
4.0 on the Deans list

Lincoln land Community College
Art • Springfield, Illinois
3.7 GPA Graduated with honors.

WORK EXPERIENCE

GameDesign Experience

- **Time Flys (2023)**
  - 2D platform based around freezing objects in time. This was my capstone project where I was one of the leads in a group of 7.
- **BeeAdverntous (2023)**
  - Top-Down Shooter. A game where you play as a swarm of bees. This took 3rd in the summer ISU game jam.
- **Night Crawl (2022)**
  - Top-down shooter based around Nightmares. Where I designed music and sound effects.
- **Check Out 7 more Games On My Website**

- **Member of ISU Game Dev Club**
  - Music and Sound effects
  - Challange project Developer

05/2019 - 08/2023
Maintenance
Rochester School District, Rochester, Illinois

- Maintained a fleet of lawn mowers.
- Maintained the grounds and the buildings
- Made plans for projects and executed them with a team of 6. Projects such as leveling a soccer field.

SKILLS

- Unity Engine
- Ableton
- Photoshop
- Illustrator
- Audition
- Adobe XD
- After Effects
- Adobe Premiere
- Adobe Dimension
- Adobe Indesign
- Excel
- Game Design
- Sound Design
- Level Design
- UIUX
- Trello
- C#
- CSS
- HTML
- Java
- JavaScript

AWARDS

Unity Certified

A course given by Unity to show your knowledge of the engine.

Eagle Scout

For my project, I lead my troop in clearing a trail for a local Girl Scout camp.

CAREER OBJECTIVE

I'm known for my creativity and efficiency in game development. I'm seeking opportunities in a game studio that embraces innovation, especially in VR. I want to make captivating mechanics and energizing experiences that further the industry.