

KLEIN MISIURSKI

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SKILLS

Game Development (Unity, Unreal Engine)

Programming (Java, C#, Python, Lua, Bash, C)

Modeling & Animation (Maya)

Web Development Stack (HTML, javascript, PHP, CSS)

Adobe Suite (Photoshop, InDesign, Illustrator, etc.)

EXPERIENCE

Catalog Designer:

2019 - 2019

Worked with a team of designers to create catalogs for two exhibits at the Fitchburg Art Museum.

Service Technician:

2018 - 2023

Worked with clients to resolve various mechanical and digital issues.

Capstone Game Designer:

2022 - 2022

Worked under mentorship of Rockstar development team to develop a game with three colleagues.

CAREER GOAL

A detail-oriented game programmer with a broad range of interdisciplinary programmatic and mathematical skills. Looking for a team of equally enthusiastic peers to contribute to and learn from as we produce engaging and polished games.

EDUCATION

BS in Game Design:

Fitchburg State University
Graduated w/ Honors
3.6 GPA

ACHIEVEMENTS

Dean's List:

2017, 2018, 2019, 2023

Arteries Exhibition:

2019, 2020, 2022

Sterlite Scholarship:

2020