GRANT SNYDER
GAME DESIGNER

Email: grantrsnyder@gmail.com
Phone: 317-225-6438
Website: grantrsnyder.com

TECHNICAL SKILLS

- **Software**
    - Unity 3D Game Engine
    - Hansoft
    - Microsoft Office Suite
    - Adobe Photoshop, Illustrator, Flash, Premiere
- **Scripting/Programming**
    - C#, Java, HTML

PERSONAL SKILLS

- Experience with Agile (Scrum) and Waterfall development methods
- Experience in multiple areas of Game Development
    - Level Design
    - UI Design
    - Quality Assurance
    - Scripting
    - Documentation/Team Management

WORK EXPERIENCE

Azure Game Studios
Level Designer (Contract)

Level Designer for an unannounced multiplayer project – Coming Summer 2014

PROJECT EXPERIENCE

Bonds
UI Design
QA Lead
Web Design

As the UI designer I was responsible for teaching the player the controls of the game. As QA Lead, I was responsible for organizing playtests for the project and being the liaison between the testers and the development team.

Mario Kart: The Board Game
Level/UI Design

As the level/UI designer for our Mario Kart conversion, it was my responsibility to ensure that Mario Kart players could easily pickup our conversion and get the same experience as they did with the original video game, yet in a new and exciting way.

CTA Simulator 2013
Level Design/Scripting

As the level designer/scripter for *CTA Simulator 2013*, it was my responsibility to research and integrate real-life systems into a virtual world, in a way that was still relatable to the actual experience of boarding a CTA train platform.

EDUCATION

Columbia College Chicago
Class of 2015 (Expected Graduation)
Bachelor of Arts - Video Game Development
Minor in Fiction Writing
GPA: 3.82/4.0

INVOLVEMENT

- IGDA Student Member
- Participation in Multiple Game Jams
- Conference Associate @ 2014 Game Developer's Conference