DEVIN HICKS

Lakeland, FL
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| EDUCATION

Embry-Riddle Aeronautical University   Prescott, Arizona

Bachelor of Science in Simulation Science, Games, and Animation   GPA - 3.6/4.0

| LANGUAGES & TECHNOLIGIES

C#; HTML5; CSS3; JavaScript; SQL; C++; Python

Microsoft Excel; Unity3D; Autodesk Maya; Adobe Illustrator; Adobe Photoshop

| EXPERIENCE

MadShirtz: Printing and Promo Products   Prescott, Arizona

Office Manager   Jan 2023 - Mar 2024

- Coordinated the scheduling and prioritization of print orders, ensuring timely completion and delivery to meet client needs.
- Assisted in the development and implementation of office procedures and policies to streamline workflows and enhance productivity.
- Fostered a positive and collaborative work environment, promoting teamwork and effective communication to achieve sales goals and meet our clients needs.

MadShirtz: Printing and Promo Products   Prescott, Arizona

Graphic Designer   Jun 2021 - Jan 2023

- Designed and built a website to attract more business and reflect the quality and breadth of provided services.
- Developed an order status tracking system that reduced the frequency of mistakes caused largely by miscommunication by 40%.
- Demonstrated design capabilities and attention to detail in creating artwork based on client preferences, using softwares such as Adobe Illustrator and Adobe Photoshop.

| PROJECTS

The Tower (In progress). Independent game development project. Puzzle game with procedurally generated meshes, mazes, and maps. C#, Unity3D

Tiny Planet Apothecary (2020-2021). Senior Capstone project, team of 3. Exploration adventure game. Responsibilities included UI/UX design and implementation, character rigging, 3D modeling. C#, Unity3D, Autodesk Maya