



Corey Pritts

Contact Info



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Software Experience

- Adobe Photoshop
- Adobe After Effects
- Unity Engine, C#
- Figma
- Adobe Illustrator
- Adobe Premiere Pro
- Unreal Game Engine
- Bitbucket, Sourcetree
- Adobe InDesign
- Adobe Animate (Flash)
- 3DS Max, Maya
- Google Docs Suite
- Adobe Audition
- Jira, Trello
- Blender, Python
- Microsoft Office Suite

ACHIEVEMENTS

Award: Public Relations, RoboSub 2017 Introduction Video Recognized

Displayed artwork at galleries: San Diego County Fair (won 3rd place), MESA, and Linda Vista Public Library

PROFESSIONAL PROFILE

Passionate and enthusiastic multimedia professional seeking engaging employment opportunity. Pursuing challenging and diverse projects in graphic design, 2D/3D animation, film, and video games. I like to solve real-world problems in a collaborative and rewarding environment.

RELEVANT EXPERIENCE

Graphic Designer – Brainleap Technologies, San Diego, CA & remote 08/2018 – 09/2021

- Designed and animated assets for 10 video games intended for children with ADHD and autism
- Conceptualized and animated “unlock” teasers to entice players to unlock the next game in the series
- Developed graphics, animations, and videos for company website, social media, and newsletter
- Enhanced existing and designed new animations, UI, game characters, skyboxes, and backgrounds
- Created illustrations for new features and designed UI graphic assets to improve user experience
- Collaborated in team brainstorm sessions to develop storyboards, flow charts, and design documents
- Digitized and rendered textures, bitmaps, and vector graphics in various file formats for multiple uses
- Experienced in Agile software development, i.e. daily stand-ups, sprint task planning, burn-down charts
- Assisted project management and business development in prioritizing tasking for new game features
- Created user-oriented interactive designs and animations for cross-platform digital media
- Tested video games and created detailed bug tickets with videos/images for software developers

Graphic Artist / Team Leader – Power of Neuro-Gaming, San Diego, CA 06/2018 – 08/2018

- Led team of 5 interns in creation of a challenging and ambitious video game project
- Created a ‘Pokemon Go’ like mobile app/game for older adults with Alzheimer’s disease
- Designed UI and 2D/3D assets from scratch and leveraged existing libraries
- Developed problem-solving, planning, teamwork, and oral presentation skills
- Presented portfolio and critiqued peer-developed media with regard to purpose and target audience

EDUCATION

Associates in Science Degree: Multimedia (3.69/4.00) May 2019

San Diego Mesa College – Dean’s List (3)

Concentration Video Game Development, 3D Animation/Modeling, and Interactive Media

Coursework (# semesters): Unity 2D/3D Video Game Development (3), 3D Animation for Video Games/Film (2), 2D Design (1), Video Game Development/Design (2), Multimedia (1), Photoshop (1)

Certificate, Interactive Media Certificate Program (875 hours, 36 weeks) Jun 2017

San Diego Continuing Education – North City Campus

Covered print, multimedia, and web design through planning, designing and creating digital media Used video, sound, digital images, and animated graphics to design, build, publish, and enhance media

Certificate, Basic Game Design (64 hours, 7 weeks) Sep 2021

Santa Fe Community College

Learning the fundamentals of game design, including analog & video, the game design process and game development applications