

Eric Y.

www.tegridymadegames.com

<https://github.com/rustjesus>

<https://www.linkedin.com/in/eric-young-598686a1/>

Technical Skills:

- 3D Modeling (Blender & Sketchup)
- Adobe Photoshop (Image Editing)
- Motion Graphics (Adobe After Effects)
- Animation (After Effects + Element 3D, Blender, Unity, Cinema 4D)
- Editing (Adobe Premiere & Final Cut)
- Unity (Video Game Engine)
- Unreal Engine 4 & 5 (Video Game Engines)
- Coding/Programming (C#, Java, Python, C++, & JavaScript Coding Languages)
- .Net Framework
- Microsoft Windows Forms (Framework)
- Desktop App Development (Unity & Windows Forms)
- Object Oriented Programming
- Adobe Media Encoder
- Visual Studio
- Visual Studio Code
- Autodesk 3ds Max
- Python Game Development (pygame)
- Universal Windows Platform (UWP)
- Windows Presentation Foundation (WPF)

Education:

COLUMBIA STATE COMMUNITY COLLEGE, Franklin, TN

FILM CREW TECHNOLOGY

Technical Certificate, August 2014

- Film and Video Lighting
- Motion Picture Sound Recording
- Advanced Electric
- Set Construction
- Advanced Grip
- Editing Software Knowledge

Video Reel: <https://www.youtube.com/watch?v=Ez4o5pPt0kw>

Current Role:

Game Developer For Tegrity Made Games (Self owned business).



Responsibilities include: making artwork, writing code, designing and assembling games for release as well as marketing.

Video Game Projects:



<https://store.steampowered.com/curator/39995837-Tegrity-Made-Game/lists/>

Software Projects & WebGL Games:



<https://manbearpigman.itch.io/>

Unreal Engine Assets:

<https://www.fab.com/sellers/Tegridy%20Made%20Games>

Unity Assets:

<https://assetstore.unity.com/publishers/68789>

Android Apps:

<https://play.google.com/store/apps/developer?id=Tegridy+Made+Games>
(deprecated)