

ERIN GRUENWEDEL

cell: 310-977-7963 email: keltonerin@gmail.com portfolio: www.eringruenwedel.com

education

Columbia College Chicago, Chicago IL

BA in Interactive
Media & Game Design
August, 2020

Dean's List: Spring 2020

New Roads High School, Santa Monica, CA Class of 2016

activities & honors

Columbia College Dungeons
& Dragons Club

Columbia College Anime Club

Game Design Club

skills

Software: Unity, Maya, Adobe Creative Cloud, Microsoft Office Suite, GameMaker, Unreal Engine 4, UDK, RPG Maker, VX Ace

Professional: Game Design, Storyboarding, 2D Illustration, 3D Modeling, Skilled in Japanese Language

experience

NxtUp Esports, Los Angeles - October 2020 – Present

ESports Intern

- Market Research for target demographics
- Create research documentation and surveys
- Assist CEO
- Provide real time insight into Esport teams and communities

Change Lab, Los Angeles - May–August, 2019

Game Design Intern

- Asset Development, Content Development, Collaboration, and Design Development.

University of Southern California Game Design Summer Program, 2015

- Hands on experience working with GameMaker and Unity.
- Created design document for an original game.
- Collaborated with group members to create and design a first-person-shooter game on Unity.
- Gained skills in video game development, prototyping, and playtesting.

Art Center College of Design Summer Program, 2014

- Created an original creature using ZBrush
- Replicated item from manga using Maya.
- Maya 3D Modeling classes with Maya and ZBrush

UCLA Game Design Summer Program, 2014

- Gained experience working with UDK and Maya
- Learned the fundamentals of game design
- Created original characters and game worlds
- Learned how to use Hammer Engine and GUTS Engine softwares