

KRAMER SOLINSKY

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EDUCATION

GAME DESIGN (SEPTEMBER 2010 – OCTOBER 2011)

Vancouver Film School, Vancouver

- Major Focus: Game Design and Production
- Minor Focus: Cinematics
- Related course work: Level Design, Team Management, Project Management, Cinematic Design, Game Art, Project Pipeline, Game Production.
- Created four complete levels throughout in the Unreal Editor.
- Directed and edited machinima project in Unreal Editor and Premiere Pro.

INTERNATIONAL BUSINESS (SEPTEMBER 2008 – JANUARUY 2010)

Carleton University, Ottawa

- Major: International Business
- Minor: Commerce
- Related course work: Psychology, Micro/Macroeconomics, Algebra, Calculus, Management, Business Law.

SKILLS & ABILITIES

TOOLS

- Proficient in: Unreal Editor (Matinee, Kismet), Adobe Premium (Flash IDE, Photoshop, Premiere Pro, Illustrator), Microsoft Office (Word, Excel, Visio, Powerpoint)
- Working knowledge of: Actionscript, C#, Maya, Perforce, Basecamp, Google Sketchup

EXPERIENCE

PROJECT/COMMUNITY MANAGER AND LEAD QA

Sketch Quest Game – Vancouver Film School, Vancouver, B.C.

- Developed schedules, development plans, and test plans for the final project.
- Managed and updated project Design Document.
- Led up the consistent community aspect of the game.

MEDIA/MARKETING INTERN (AUGUST 2010 – SEPTEMBER 2010 CONTRACT)

Black Press Digital, Langley, B.C.

- Responsible for online organization of advertising clients and personnel.

INTERESTS/HOBBIES

- Fighting games, sports games, Vancouver Canucks, HBO, graphic novels, new music, tennis

RECOMMENDATIONS AVAILABLE UPON REQUEST