TY CLARK
Resume

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EXPERIENCE

UCSF Neuroscape Lab
San Francisco, CA
Game Designer/Developer
February 2014 - Present

Self Employed
San Francisco, CA
Indie Game Developer
October 2013 - Present

Mixamo
San Francisco, CA
UX Designer/Game Design Consultant
January 2013 - October 2013

Fab Europe
Berlin, Germany
Graphic Designer
October 2011 - November 2012

Aalborg University
København, Denmark
Dissertation: Games and Interactive learning interfaces
September 2010 - June 2011

Three Brothers
Berlin, Germany
Game Design Intern
September 2010 - February 2011

Aalborg University
København, Denmark
Art Director
January 2010 - September 2011

Organic Style
San Francisco, CA
Interaction Designer/Photographer
January 2007 - June 2009

UC Davis
Davis, CA
Graphic Designer
September 2006 - August 2007

Studio 66
Davis, CA
Graphic Designer
September 2006 - January 2007

EDUCATION

MSc Game Design
Aalborg University
København, Denmark
September 2009 - June 2011

BA Visual Communications Design
University of California, Davis.
Davis, California
September 2005 - June 2007

ACKNOWLEDGMENTS

Global Game Jam Participant
San Francisco, January 2014

Game Jam Judge
The Art Institute of California -
San Francisco, July 2013

Published
Unity Newsletter, August 2013
Animation mentor, September 2013
Aalborg University, July 2011

Nordic Game Jam Participant
IT-University, København, January 2010

CREATIVE QUIVER

Software:
Unity 3D
3Ds Max
Maya

Photoshop
After Effects
Flash
Premier
Illustrator
InDesign

Skills
Game Design
UI Design
UX Design
Usability Testing
Wireframing
Storyboarding
Marketing
Journal Writing
SEO/ASO

Programming
C#
AS 3.0
HTML
CSS