

Kenneth Howell

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Portfolio www.kennethhowell.design

Objective:

To earn an internship focusing on user-interface that will put my current skills in UI and graphic design to the test, to expand my knowledge on the subject while learning about the industry along the way.

Education:

Fitchburg State University, Fitchburg, MA
B.S. in Game Design
B.S. in Communications Media
Graphic Design Concentration

December 2019 Expected Graduation
Overall GPA 3.59

Academic Profile:

Advanced Game Workshop
Typeface Design
Document Design
History of Interactive Media

Typography
3D Game Development
Human Communication
Web Design

Advanced Graphic Design
3D Modeling I
Game Studies Seminar
Communications Law & Ethics

Technical Skills:

Adobe (Photoshop, Illustrator, InDesign, Dreamweaver)
Maya
Unity
Microsoft Office

Awards and Achievements:

Dean's List

Fall 2015 - Present

Related Work Experience:

Uhaul - Customer Service Representative

June 2016 - Present

I run the store by myself, customer support, quality assurance for trucks and storage, cleaning, handling/counting all money in the store, multitasking, track multiple customer reservations, work long hours (mostly 12 hour shifts), problem solving, and act as manager when the real manager is not there (which is most of the time).

Zephyr Workshop - Graphic Design Contractor

January 2017 - June 2017

Created social media advertisements, rulebook diagrams, the rulebook cover, printed game assets, Kickstarter page assets, convention displays, and other misc designs for their tabletop game *A.E.G.I.S.: Combining Robot Strategy Game*.

References and Portfolio Available Upon Request