# RÉSUMÉ

# SPENCER PEIFFER
## FOUNDER OF CRYPTIC CREATIONS LLC
## VISUAL DESIGNER // 3D ARTIST
spencer@CRYPTIC.DESIGN // CRYPTIC.DESIGN

## PROFILE
Innovative, creative, and self-driven 'out of the box' thinker, proficient in image creation and editing, with ability to communicate ideas visually through sketching and computer-generated graphics.

## EDUCATION
**Quinnipiac University**
Bachelor of Game Design

Awards:

People's Choice award - 2D Sword Cave Adventure

## SKILLS
Software // Technical:
Maya
Unity
Illustrator
Photoshop
C#
After Effects
Substance Painter
3DS Max
SketchBook
Aseprite
Blender
p5.js
HTML5
Mudbox
Office 365
Unreal Engine 4

## ACTIVITIES
QU Game Design Club
QU League of Legends Club
Pi Kappa Phi Member

## PROJECTS

**PROJECT: HELL**                                    2/2021 - Present
Art Director / 3D Modeler / Animator / Game Designer
· Concepted characters, weapons, and gameplay
· 3D Modeled low poly assets thematically
· Motion capture animations finalized in Maya / Blender
· Palettes made for consistent hellish visuals to keep fast-paced mood
· Developed in Unity for PC

**VR HEIST**                                          11/2020 - 12/2020
Art Director / 3D Modeler / AI Coordinator
· 3D Modeled low poly assets in Maya for VR optimization
· Developed in Unity with SteamVR
· Designed track and AI loop
· Consistent visuals for full player immersion
· Palettes thoughtfully created for most positive player experience

**CORE™**                                             9/2020 - 12/2020
Art Director / 3D Modeler / Animator
· Developed a simple yet soulful character based game in Unity
· Made low poly 3D art assets using Maya
· Colors specifically coordinated for puzzle solving
· Created game preview trailer using Adobe After Effects
· Playtesting over course of development to improve player animations and level design

**3D CO-OP PUZZLE CAVE ADVENTURE**                    2/2020
Art Director / QA Specialist
· Created the game in Unity within a 48 hour time constraint with teammates
· Made 3D art assets using Maya; players, environment, etc
· Colors tuned specifically to coordinate with music to invoke emotion
· Constant playtesting and finetuning during development to ensure a quality product to present

## WORK EXPERIENCE

**UPTIME ESPORTS**                                    11/2020
League of Legends Coach / Instructional Coordinator
· Discord based virtual class with high school students and their coaches
· Interactive gameplay with feedback to provide players with thought provoking situations
· Promoting the importance of teamwork and helping others weaknesses

**FOXWOODS CASINO ONLINE GAMING**                     2/2020 - 3/2020
Intern / Marketer / Designer
· Conceptualize and design intriguing advertisements to gain new players and keep active ones
· Manage Facebook page and distribute player database information
· Position terminated due to COVID