

Charlie Volpe

1111 James Donlon Blvd #2056, Antioch CA 94509

volpegames@gmail.com

<http://charlievolpe.com>

LinkedIn: <http://www.linkedin.com/in/charlievolpe>

Skill Summary

Design

User Experience
User Interface
Web Design
Game Design

Software

Unity3D
Photoshop
Maya
Flash
Active Reader

Languages

C#
HTML / CSS
jQuery / JavaScript
Python

General

Agile Development
Team Oriented
Problem Solving
Quick to Learn

Experience

Tall Chair, Inc.

San Francisco, CA

January 2012 – January 2014

Production Engineer

*Technical production for interactive comics

*UX design & system / tools engineering for the Active Reader tool in Unity3D

*Web design and coding for company website including graphics and HTML / CSS / jQuery

Tall Chair Released Projects:

Little People: Flower Power (Fisher-Price)

Imaginext: Edventure (Fisher-Price)

Up: My Name is Dug (Disney - Pixar)

Wreck-It Ralph: Hero's Duty Interactive Comic (Disney)

Finding Nemo Interactive Comic (Disney - Pixar)

Brave Interactive Comic (Disney - Pixar)

Ghost Jack Entertainment

www.ghostjack.com

November 2011 - January 2012

Game / Level Designer

*Game design document creation

*Work with team members to come up with designs

Planet 3 Entertainment

Los Angeles, CA

August 2011 - January 2012

Contract 2D Artist

*Digital painting in Photoshop

Education

General Assembly (Tech Courses)

San Francisco, CA

August 2013 – November 2013

User Experience Design Courses

The Art Institute of California – San Francisco

San Francisco, CA

Bachelor of Science, Game Art & Design, Graduated December 2011

- Awarded *Best Portfolio: Game Art & Design*