

Gage Melton

Email: gagemelton@indiegage.com

Phone: (269)932-8228

Website: indiegage.com

Portfolio: indiegage.com/portfolio

Education

Bradley University *Graduation May 2017, Peoria, IL*

- Bachelors of Science in Interactive Media
- Concentration in Game Design
- Minor in Computer Science
- 3.24 GPA

Lakeshore High School *Graduated May 2013, Stevensville*

Experience

Bradley University Teaching Assistant, Jan 2018 - Present, Peoria, IL

- Helping students learn Unity3D for game production courses.
- Troubleshooting problems students encounter with Unity3D or their code.
- Teaching students concepts pertaining to Unity3D and programming in C#.
- Communicating with professors on the status of the class, specifically any issues student teams faced with projects or each other.
- Critiquing design of student projects with professor, providing notes and ideas to help students.

Outdoor Sportsman Group Production Assistant, Sept 2017 - Present, Peoria, IL

- Loading raw footage onto drives and then logging it in Premiere Pro for editors to reference.
- Editing and color correcting web videos for The Ford Outfitters, Bowhunter, and North American Whitetail.
- Communicating with producers to make any necessary changes to videos in a timely fashion.
- Edited 15 web videos for The Ford Outfitters over the course of two months.
- Videos edited with high turn-around; some being completed within a week.
- Received praise from producers for quality and efficiency of work.

Symptomatic Production Designer/Environment Artist June 2017 - Present, IL

- Working on the video game Starcats with a team of 17 people as a game designer and environment artist.
- Performing tests and taking notes on the game so that adjustments and changes could be made to the game's design.
- Using Blender to create 3D models for environments, keeping the aesthetic in line with the style established by the lead artist.

Cracked Pepper Catering Catering Staff, Aug 2015 - Present, Peoria, IL

- Leading events by coordinating staff, maintaining schedules, and communicating with clients.
- Following strict timelines to prepare for and carry out various events.

Skills

Technical

Unity3D, Premiere Pro, Blender, C#, Object-Oriented Programming, Visual Studio, MySQL, PHP, Illustrator, Audition, Photoshop, After Effects, Unreal Engine 4, Color Correction, Virtual Reality Development, Microsoft Office Suite, HTML, CSS

Soft

Teamwork, Self-Motivation, Problem Solving, Verbal/Written Communication, Detail/Goal Orientation, Direction Following, Desire to Learn, Dedication, Passion.

Awards

E3 College Game Competition Top 5 Finalist

Bradley Summer Completion Grant

FUSE '17 Keynote Speaker

Indiecade '17 Official Selection