David Enersen
Game Designer | Digital Artist
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https://www.davidenersen.com/enersenartportfolio/

Education | Bachlor's Of Science, Computer Game Design. Graduating 2021

Professional Work Experience

Graphic Designer | DSU Athletics Department
09/2016 - 05/2019

Generate visually appealing poster designs while fitting and editing photos to put in social media and print. Communicating with the manager and making sure to meet the school's standards. Utilizing Photoshop as the main program to produce content, occationally working on premiere and after effects

Software Knowledge Includes:

Adobe Photoshop | Adobe Illustrator Adobe Premiere Pro | Adobe After effects | Adobe InDesign Autodesk Maya | Autodesk Mudbox | Blender Notepad++ | Sublime Text | Webstorm | PHPstorm | Krita Unity | Microsoft Office

Other Skills Include

Agile Development | Digital Drawing | Texture Mapping | Character Design | Vector Graphics | Attention to Detail |2D Animation | 3D Modeling | Video Editing | Graphic Layout | HTML | CSS | C C++ | C# | Javascript | JQuery | Customer Service | Photography Time Management | Cooperative |Networking

Projects

Client Work:
Providing clients with graphics and general work for them. Work includes: generating graphics and videos for
Siouxland Smash. and drawing Art for interested clients for money.

Portfolio website:
Website that's manually coded to display the best works
using bootstrap, html, css, and javascrip/jquery libraries.

Landkreuzer | 08/2016 - 05/2017
Generate 2D concept art, then create 3D models and eviroments as well as paint the textures for a 3d WWII action game

Stormbreakers | 08/2017 - 05/2018
Produce concept art for the characters as well as generating sprites and later a digitally drawn style for a 2D fighting game