GARRICK CAMPSEY

Multimedia Professional

SUMMARY

Multimedia designer, with great communication and analytical skills. History of varied projects and clients, with experience managing production, deadlines and expectations. Enjoys organizing and documenting information and processess.

✉ Garrick.Campsey@gmail.com

in linkedin.com/in/garrickcampsey

🏠 https://mrgrak.github.io/

SKILLS

Game Development
GUI & UX Design
Codebase Architecture
Documentation

Print / Web / Graphic Design
Editing & Motiongraphics
Compositing & Visual FX

Market Research
Product Branding
Promotional Materials

SOFTWARE

Windows 7 / 8 / 10 / 11
Mac & Linux
Adobe CS 5/6
3D Studio Max & VRay
.Net & C#, C/C++
Visual Studio 2015-2022
Monogame / FNA / XNA
GitHub / BitBucket / Gitea
HTML, CSS, Javascript

EXPERIENCE

Top Hat Studios / Remote / Sep 2021 - Dec 2023
Multimedia, Programming, Website & Game Development, Marketing
• Developing multi-platform game Lazr (Lazr.online) in C# + Monogame
• Ran successful Kickstarter campaign for Lazr
• Produced trailers, advertising, box art, and storefronts for indie games: Frogun, Kaichu, Legend Bowl, Redo, Sense, Sang The Desert Blade, Vengeful Heart, Sheepo, Guardian of Lore, and Merrily Perrily
• Interfaced with Sony, Microsoft, and Nintendo to insure storefronts for indie games meet requirements, in several languages
• Assist other developers with their games in Unity and Monogame

Creative Circle & Freelance / CO & TX / Jun 2012 - Present
Multimedia, Programming, Motiongraphics
• Developed social media metrics video for American Airlines
• Developed promotional materials for client North South Productions
• Designed logo & website for client The Koan School
• Designed logo & website for client Behavior Analysts of Texas
• Developed documentation for Monogame Framework
• Ported SunVoxSharp from .Net to .NetCore

Throttle Post / Dallas, TX / Sep 2011 - Jun 2012
3D & VisualFX, Programming, Motiongraphics
• Performed rotoscoping, logo removal for film 'Sinners & Saints'
• Composited muzzle flash, debris for film 'One in the Chamber'
• Produced titles pitch for film 'One in the Chamber'
• Developed various motiongraphics 3Ds Max plugins

Kersh Wellness / Plano, TX / Oct 2006 - Oct 2011
Multimedia, Programming, 3D & VisualFX
• Worked on design of company and client websites
• Developed product & promotional materials
• Edited & composited promotional & training videos
• Prototyped 3D models of products
• Built & managed a small renderfarm of 6+1 computers