

ASA S. GILLETTE

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Objective: Seeking a producer or game design position.

Education: Champlain College, Burlington, VT
Bachelor's degree in Game Design
Graduation: May 2010

Champlain College, Montreal, Canada
Semester Abroad, Fall 2008

Software Knowledge

- **Photoshop CS2+CS3+CS4**
 - 4 years of experience
- **Soundtrack Pro**
 - 6 months of experience
- **HTML**
 - 1 year of experience
- **Torque Game Engine**
 - 1 year of experience
- **Project Management Software**
 - Unfuddle – 2 years of experience
 - Devtrack – 4 months of experience
- **Unreal Tournament 3 Editor**
 - 1 year of experience
- **Microsoft Office**
 - 5 years of experience

Project Development Skills

- Leadership
- Time Management
- Planning
- Public Speaking
- Flexibility
- Communication Ability
- Writing
- Documentation
- Testing
- Game and Level Design
- Ability to work under pressure
- Self Motivated

Game Experience:

Games Worked On:

Guitar Hero: Warriors of Rock: (May 2010 – August 2010)

Quality Assurance Tester

- Worked with both single and multiplayer testing teams to identify and recreate bugs.

Student Games Worked On:

Praelium: (January 2010 – April 2010)

Producer

- Worked closely in a nine person team on all aspects of the creation of the game.
- First person shooter set in a futuristic setting filled with magic.
- Created in the Torque 3D engine.

Herman and the Hammer: (August 2009 - December 2010)

Producer

- Worked closely in a four person team on all aspects of the creation of a prototype of this game.
- Third person platforming adventure focusing on destructible objects, set in an imaginary world.
- Created in the Unreal Tournament 3 editor.

The Floor is Lava: (August 2009 – December 2010)

Producer

- Worked closely in a four person team on all aspects of the creation of a prototype of this game.
- Third person platforming adventure that reinvents the childhood game.
- Created in the Unreal Tournament 3 editor.

Autopocalypse: (January 2009 – May 2009)

Level Designer

- Designed and created two full levels in the Torque Game Engine.
- Placed and balanced assets in each level.
- Designed multiple obstacles that worked for or against players.
- Third Person driving game set in a post-apocalyptic future.

Knowledge of Games, the Video Game Industry, and practical use of games:

- Constantly reading gaming articles online and in other forms of media to keep up to date on information.
- Considerable amount of exposure and playing experience with just about every game genre around.
- Member, IGDA

Participated actively in the Beta Testing for the following games:

- DC Online - Closed Beta
- Final Fantasy XIV - Closed Beta
- Lord of the Rings: Online - Open and closed Beta
- League of Legends: Clash of Fates - Open and closed Beta
- Lego Universe – Closed Beta

Employment History:

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| August 2010 - Present | Best Buy, Albany, NY Portable Electronic Sales Associate and Gaming Specialist |
| May 2010 - August 2010 | Vicarious Visions, Menands, NY Quality Assurance Tester for Guitar Hero: Warriors of Rock. |
| January 2009 - May 2010 | Champlain College, Burlington, VT Residential Assistant, responsible for 40+ residents and activity planning for them. |
| November 2008 | Space and Dream, Montreal, QC Media Technician, Operated and maintained five giant projection screens over two days for Festival Arcadia 2008. |
| July 2007 – August 2007 | Alfred University, Alfred, NY Information Technology Staff, Computer Deployment and troubleshooting. |

Community Service:

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| December 2009 – February 2010 | Firehouse Gallery, Burlington, VT Docent for video games as art exhibition at the Firehouse Gallery. |
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Clubs & Organizations:

International Game Developers Association: August 2008 - Present
C.H.A.M.P. (Events planning for Champlain College) August 2007 - May 2010
Champlain College Radio: August 2007 - May 2010

References:

Available Upon Request