

Roman A. Stokes

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Education

Michigan State University

August 2016-May 2020

East Lansing, MI

3.54 GPA

Dean's List: Fall '17/Spring '18/Spring '19/Fall '19/ Fall '20/ Spring '20

Bachelor of Arts in Media and Information

- Studied the production of print, broadcast, film and interactive media

Game Design and Development Minor

- A 2-year cohort-based program that is limited to 40 students per-year, #7 program in the world (2020 Princeton Review)
- Studied production of games focusing on game and level design while also gaining programming, 3D and 2D art experience

Game Development Experience

Robo Robo Redirekt (class project)

January 2020-May 2020

Level Designer/Game Designer

- Designed 3D levels in Unity
- Held playtests involving students and faculty and adjusted levels based on player feedback

UnBOOliefable: The Mobile Game (class project)

September 2019-December 2019

Level Designer

- Concepted and built 3D levels in Unity
- Designed enemy movement, and placed various mechanics to create unique and engaging experience within levels

Four Dinos (class project)

November 2018-January 2019

Level Designer

- Designed paper and digital 2D levels in Unity
- Implemented enemies and traps within levels using Unity

Work Experience (Non-Game Development)

StockX LLC

February 2021-June 2022

Detroit, MI

VIP Customer Service Representative (Sep 2021-Jun 2022)

Customer Service Representative (Feb 2021-Sep 2021)

- Assisting customers with order and account issues through live chat, email, and phones
- Collaborating with the needed internal team or carrier to assist customers

MSU Retail Food Courts

January 2018-May 2020

East Lansing, MI

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Onboarding Specialist (Jan 2019- May 2020)

Human Resources Assistant (Jan 2018-Jan 2019)

- Interviewing applicants, contacting new hires and leading orientation sessions
- Auditing employee files to ensure all training is complete

MSU Union Quick Service Restaurants

September 2016-January 2018

East Lansing, MI Crew Lead

- Organized crew member breaks and assigned tasks for employees to complete
- Attended and took notes at monthly meetings, to improve my efficiency and productivity

Skills/Qualifications

- Familiar with in Substance Designer, Substance Painter, After Effects, Premier, C#
- Knowledgeable in Microsoft Office, Photoshop, Illustrator, Maya, Unity, Unreal 4