

Rachel Lichter

1 (941) 266-2362
lichter.rachel@gmail.com

Creative Designer - lichterrachel.com

PROJECTS

Madhouse — *Video Game*

Student Project in Unreal Engine 4. Creative Design, Level Design, and Technical Design. Specifics: Story Writing, Level Design, Puzzle Design, Level Population, and Particle Effects.

Fallacious Feline — *Board Game*

Student Project. Specifics: Game Design, Creative Director, and Level design.

Ink Boy — *Video Game*

Student Project in Unity. Independent developer, designer, and artist. Specifics: Level Design, Game Design, Programming, Modeling, Animation.

EXPERIENCE

Freelance Work, Sarasota, FL— *Self employed*

August 2015 - March 2018

Commission based. Work in Photoshop, Microsoft Office, and Unity.

Macy's, Sarasota, FL— *Sales Associate*

November 2014 - July 2015

Learned how to adapt to stressful situations and how to handle other people and their requests.

EDUCATION

University of Central Florida Orlando, FL — *Digital Media - B.A.*

August 2015 - May 2018

Currently enrolled. Game Design track, specialized in Creative Design.

SKILLS

Creative Design

Technical Design

3D Modeling

Level Design

Creative Director

Concept Art

Programming

PROFICIENCIES

Unreal Engine

Unity

Maya

Substance Painter

Photoshop

Microsoft Office

AWARDS

Dean's List 2016-2017, excelling in grades above average.