

Marjorie Pare

3D artist, Unity Developer, Programming student

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Portfolio:

<https://mep2866.myportfolio.com/>

SUMMARY

Senior Digital Arts student with strong programming skills seeking a part-time job or internship prior to finishing degree. Excited about database management systems, optimizing workflows, 3D modeling and game development. Designed systems for VR software. Creates video games and 3D assets for published games during free time.

EXPERIENCE

Starbucks, Leland, NC — Barista

JUNE 2022 - PRESENT

Optimized employee workflow for efficiency, practiced quality control techniques and collected feedback for product accuracy. Currently the number 1 store for sales in the district.

Spotlyte Media, Wilmington, NC — VR design intern

MARCH 2021 - AUG 2021

Worked with a small team to craft VR environments used to teach mathematical concepts. Designed puzzles and mechanics within Unity to suit the project.

Team Sorcerobe, Wilmington, NC (Remote) — 3D Artist, Tester

OCT 2016 - JAN 2017

Beta tested the game Fight Knight, in charge of identifying graphical bugs and creating a poseable 3D model of the main character as reference material.

EDUCATION

University of North Carolina Wilmington, Wilmington, NC — Bachelors in Digital Art, Computer Science minor

FALL 2022 - FALL 2024

Concentration in Integrated and Immersive Graphics. Maintaining a 3.6 GPA. Member of SIGGRAPH

Brunswick Community College, Bolivia, NC — Associates in Arts

AUGUST 2008 - MAY 2009 / AUGUST 2021 - MAY 2022

Member of the Art club. Art placed in a local gallery. GPA 3.2

SKILLS

Unity C#

3D modeling, rigging, animation in Blender, Maya

Adobe Photoshop

Adobe Illustrator

Adobe XD, After Effects

Python, Java

Highly adaptable

Excellent problem-solving skills

AWARDS

2011 Azalea Festival Cake Decorating Challenge: 1st place

2006 Skills USA Chapter Display Competition: 1st.