

CHRISTIAN HERMAN

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Education

Maryland Institute College of Art (MICA)

Baltimore, MD, 2016–present
Senior BFA candidate in Game Design
Expected Graduation date May 2020
Concentration in Illustration
GPA: 3.95
Dean's List 2016–present

Les Recollets Paris Summer Intensive

Paris, France - Summer 2018
2D Animation

Illustration and Design Focus

Game design
Concept art
UI design
Character design
Level design
2D animation

Game Design Experience

2017

<i>Anxiety</i> (Unity 2D)	Solo developed
<i>Runner</i> (Unity 2D)	Solo developed
<i>Inside Job</i> (Unity 2D)	Artist
<i>Legend of Kintaro</i> (Unity 2D)	Animator
<i>Flipper</i> (Unity 2D)	Programmer

2018

<i>Purge</i> (Twine)	Solo developed
<i>Prime time Crime</i> (Unity 2D)	Animator
<i>FuzeBot</i> (Unity 2D GGJ game)	Level designer
<i>PeaceKeeper</i> (Unity 2D)	Concept artist
<i>Liminal</i> (Unity 3D)	Solo developed
<i>Cryptogeist</i> (Unity 3D)	Level designer
<i>The Long Night</i> (Unity 2D)	Solo developed

2019

<i>Get Out</i> (Unity 3D)	Level designer
<i>Droid Rage</i> (Unity 3D)	Solo developed
<i>Vigil</i> (Unity 3D)	Solo developed
<i>Buncho the Lost Bird</i> (3D GGJ)	Level designer
<i>Free Runner</i> (Unity 2D)	Solo developed
<i>Last Stand</i> (Unity 3D)	Solo developed

Senior Thesis:

Legend of Lola the Lifeguard (Unity 2D)
Art director, animator

Software and Skills

Engine Experience

Unity Game Engine
Unreal Engine 4
Twine

Software

Quixel suite
C# programming language
Github and SourceTree Repositories
Adobe Photoshop CC
Adobe Illustrator
Adobe Premiere
Adobe Creative Cloud
Audacity
Google Docs, Sheets, Slides

Additional Skills

Team player
Quick learner
Creative problem solver
Passion for video games

Additional Work Experience

Freelance Illustrator and Designer

May 2017- Present

Clients include:

Maryland Institute College of Art, Magfest,
Independent commissions