

Frank Rell | Game Producer

216-612-8328 | Frank1Rell@gmail.com | <https://www.linkedin.com/in/frankrell/> | <https://frankrell.com/>

Summary

Highly motivated, and deeply passionate game producer with over six years of game development experience across all aspects of production with a focus on player experience, optimized game art, and team communication.

Experience

May 2015 – Current

Lead Game Design Instructor | Camp Director, iD Tech Camps and Online Private Lessons

- Directly was responsible for delivering a great camp experience to over 70+ students a week, while providing team support, motivation, and direction to instructional staff.
- Taught game design classes to students ages 12-17, up to 8 at a time, with Unreal Engine 4, game programming with C++, and Minecraft modding with Java, and 3D modeling with Autodesk Maya.
- Kept a professional, safe and engaging learning environment for students to explore a possible future career in game development and acted as a role model for students of any program to learn from.
- Lead student groups from multiple disciplines to come together to design, build, and finish game projects

March 2018 – Current

General 3D Artist, TESRenewal

- Worked on 3D tasks as they're handed down by leads using 3D Studio Max, Substance Suites, and Skywind pipeline-related software.
- Tracked 3D tasks through Trello, updated cards, and engaged with daily feedback through discord critiques whenever possible with art leads and other team members.

March 2015 – December 2019

Lead Level Designer & Environment Artist, OctoShark Studios

- Designed, developed, & released new map content for Pirates, Vikings and Knights II
- Maintained art direction and design while working with other artists, designers & playtesters

Game Development & Production Skills

Game & Level Design | 3D Art PBR Pipelines with 3DS Max, Zbrush & Substance | Unreal Engine 4 | C++, Java & C# Game Programming | Adobe Creative Suite | Unity | Houdini

Shotgun Software | Perforce | Microsoft Office | Tortoise | Trello | Leadership | Communication
Jira | Agile & Waterfall Development | Mentoring | Project Planning

Education

Full Sail University Online | 2012 – 2014 | Orlando, FL
Bachelor of Science in Game Design

Achievements

Left 4 Dead 2 Custom Campaign Mod - Bad Neighborhood

- 4/5 Star Rating from over 40,000 Unique Players