

James Fraina

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17 Molland Dr.
Rhinebeck, NY 12572

TECHICAL SKILLS

- Torque 3D Game Engine
- Unity
- Flash (AS2&AS3)
- Autodesk Maya
- Photoshop
- Microsoft Office
- Game Maker
- Multimedia Fusion 2
- Unfuddle
- ProjectPath
- C++
- Java

PERSONAL SKILLS

- Leadership/Supervising – Excelled as a project manager
- Flexible – Easily picked up projects and helped them to get to completion – Adjust for the need of the company
- Planning – As a project lead, managed 14 employees and completed the project in less time than expected
- Testing – QA tested many student games
- Extensive Level Design Experience
- Time management – Always took five classes at a time and completed all projects and milestones on time
- Following through – All projects I have worked on have gotten to the point that they were intended and not dropped
- Communication experience – Able to convey ideas to team well and have written many design documents
- Multi-task very well – Able to work on a few different things at the same time
- Also have experience in Office, Culinary, and Labor Fields

PROJECT EXPERIENCE

Me, I'm a Monster?

- Senior Team Project Class
- Goal of the class was to have a completed 3D game and learn how to work in a studio setting
- Role was Level Designer – I joined this project half way through production and used the unique mechanic to create interesting puzzles
- Team size of 10 students
- Completed May 2010
- Built in Torque 3D
- 30 Week production time

Color Blaster!

- Advanced Seminar in Game Design Class
- Goal was to be the sole creator of a portfolio piece
- Served as the designer, artist, and programmer
- Team included 10 student designers just for feedback purposes
- Completed December 2009
- Built in Multimedia Fusion 2
- 15 week production time
- Outcome was a fun addictive grid-based puzzle game that teaches the player about the color wheel and how colors combine – Many people have downloaded the game and are asking for me to create more levels for it.

Regrowth

- Production 2 Class
- Goal was to have a completed 2D game
- Role was Lead Designer and Programmer
- Team size of 3 students
- Completed April 2009
- Built in Flash AS2
- 15 week production time while studying in Montreal, Quebec
- Game was sponsored and now has over 70,000 plays
- Also won an Art Game competition and was displayed in a gallery

Information Literacy: Project Searchlight

- Emergent Media Center
- Goal was to have a completed iPhone version of a previously failed project
- Role was Lead Designer and lead two junior designers in fixing up many design choices made by previous designers on the project; promoted to project manager after a few months
- Team size of 14 employees
- Completed May 2010
- Built in Unity
- 2 year production time

WORK EXPERIENCE

Emergent Media Center:	Burlington, VT	Lead Designer & Project Manager	9/08 – 4/10
http://emergentmediacenter.blogspot.com/			
<ul style="list-style-type: none"> • Became lead designer on an educational game about information literacy targeted at college students that was one year into development; lead two junior designers in fixing up many design choices made by previous designers on the project; the game is much more enjoyable after our changes • Managed team once I was promoted to project manager, created tasks and asset lists for programmers, sound designer, and artists; made sure the team stayed motivated and on time 			
KB Toys:	Burlington, VT	Sales Associate	9/08 – 12/08
<ul style="list-style-type: none"> • Stock aisles, worked register, unloaded trucks • Help costumers find what they are looking for 			
Pain Medicine Center:	White Plains, NY	Filing Associate	6/02 – 8/08
<ul style="list-style-type: none"> • Helped the office move from paper to digital copies of patient charts and other important documents • Called patients to confirm appointments and greeted them upon arrival 			
AJ&J Home Improvement:	Hyde Park, NY	Laborer	6/04 – 8/08
<ul style="list-style-type: none"> • Performed lawn work, appliance installation, painting, roofing, etc. 			
Catskill Haunts:	Liberty, NY	Artist/Actor	8/06-10/06 & 8/07-10/7
<ul style="list-style-type: none"> • Painted scenery, signs, and other objects for a haunted house • Acted one scene in front of guests 			
Rhinebeck Deli:	Rhinebeck, NY	Bus Boy	2/06-7/06
<ul style="list-style-type: none"> • Maintained cleanliness and appearance of the establishment 			

EDUCATION

Champlain College, Burlington, VT
 Bachelor of Science Degree in Electronic Game and Interactive Development, Specializing in Game Design
 Expected Graduation of May 2010

- Overall GPA 3.2/4.0
- Studied abroad for a semester in Spring 2009 in Champlain's Montreal Campus Montreal, Quebec
- Instructed by current industry professionals
- Worked on many team-oriented projects
- Scholarship to attend Montreal International Summit, November 2009

ORGANIZATIONS

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- Member of IGDA and attended monthly meetings
 - Montreal International Game Summit
 - Community Service at Big Heavy World Music - calling venues to set up concerts and helping promote local artists
 - Community Service at a benefit concert for Autism – 70 hours of setting up for the show
 - Community Service at Kids Night Out – Entertaining kids ages 7-11 for one night a week during high school

REFERENCES

Bergeron, Ray
 Emergent Media Center – EMC Technical Project Manager – bergeron@champlain.edu

Lord, Genevieve
 Champlain College – Director, Montreal Program – glord@champlain.edu

Fortier, Patrick
 A2M – Creative Director, Game Designer – pfortier@champlain.edu

Crispel, Amanda
 Champlain College – E-Game Design Program Director – Crispel@champlain.edu