

Jaime Fraina

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TECHICNAL SKILLS

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

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 – Currently managing 3 separate jobs and completing all work by deadlines
- Following through – Successfully reached deadlines and milestones for all projects and none were 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

Information Literacy: Project Searchlight

Educational Adventure Game about Information Literacy
Role: Lead Designer Promoted to Project Manager

September 2009 – April 2010

Team Size: 14

Technology: Unity 3D

Me, I'm a Monster?

Puzzle Platformer
Role: Level Design and World Population

January 2010 – April 2010

Team size: 10

Technology: Torque 3D

Is it time?

Art Game About Old Age
Role: Creator

December 2009

Team Size: 1

Technology: Multimedia Fusion 2

Conversion

Platformer dealing with moral choices
Role: Lead Designer

September 2009 – December 2009

Team size: 3

Technology: Flash AS3

Color Blaster!

Addictive Educational Grid-based Puzzle Game
Role: Creator

September 2009 – December 2009

Team Size: 1

Technology: Multimedia Fusion 2

Regrowth

Point and Click Game (Sponsored by Ponged.com)
Role: Designer, Lead Programmer, Level Designer

January 2009 – April 2009

Team size: 4

Technology: Flash AS2

The Grand Adventure of Elroy the Unipus

Experimental Adventure Game
Role: Creator

January 2009 – April 2009

Team Size: 1

Technology: Game Maker

Lapse

Narrative Document and Blueprint
Role: Narrative Designer

January 2009 – April 2009

Team size: 1

Technology: Microsoft Word and Excel

Deadly Gaze

Adventure Maze Game
Role: Lead Designer

January 2008 – April 2008

Team size: 6

Technology: Flash AS2

WORK EXPERIENCE

GameGecko.com http://www.gamegecko.com	New York, NY	Game Manager	4/11-Present
<ul style="list-style-type: none"> • Sponsoring flash games from developers analyzing which games would do best with our audience • Adding games and their descriptions, updating the facebook, twitter, and blog for the site, branding games, creating trailers, and much more everyday 			
Bored.com http://www.bored.com	New York, NY	iPhone and Flash Game Developer	4/11-Present
<ul style="list-style-type: none"> • Creating games in AS3 for the site some of which have over 200,000 plays • Creating iPhone games with GameSalad some of which were featured in the top 50 free Apps in the AppStore 			
Charley Miller http://charles.co/	New York, NY	Junior Designer	1/11-Present
<ul style="list-style-type: none"> • Creating prototypes of games for clients while doing all the programming and some design work in the process • Fleshing out design documentation by adding mechanics, level design, and much more 			
Bug-Tracker http://www.bug-tracker.ca	Montreal, QC	QA Compliance Tester	9/10 – 1/11
<ul style="list-style-type: none"> • Trained for Wii and PS3 Compliance QA • Completing Compliance Checklists for AAA games created by leading industry companies • Promoted very quickly from functionality tester to compliance tester 			
Babel Media http://www.babelmedia.com	Montreal, QC	QA Functionality Tester	5/10 – 9/10
<ul style="list-style-type: none"> • Tested AAA games created by leading industry companies • Highly efficient at finding bugs and staying on task during long tedious shifts • Worked many hours, did at least one double shift a week to assure the team reached the bug quota 			
Emergent Media Center: http://emergentmediacenter.blogspot.com/	Burlington, VT	Lead Designer & Project Manager	9/08 – 4/10
<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 promoted to project manager, created tasks and asset lists for programmers, sound designer, and artists; made sure the team stayed motivated and on time 			
Hoozinga: http://www.hoozinga.com/	Burlington, VT	QA Tester	2/10 – 3/10
<ul style="list-style-type: none"> • Tested Alpha and Beta of the current project • Filled out bug reports to report design and programming issues 			
KB Toys:	Burlington, VT	Sales Associate	9/08 – 12/08
<ul style="list-style-type: none"> • Stocked aisles, worked register, unloaded trucks • Helped 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 			

EDUCATION

Champlain College , Burlington, VT
<ul style="list-style-type: none"> • Bachelor of Science Degree in Electronic Game and Interactive Development, Specializing in Game Design • Graduated May 2010 • Overall GPA of 3.2/4.0 • Studied abroad for a semester in Spring 2009 in Champlain's Montreal Campus in Montreal, Quebec • Instructed by current industry professionals • Dean's list • Worked on many team-oriented projects • Scholarship to attend Montreal International Summit, November 2009

ORGANIZATIONS

- 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
- Volunteer Fire Fighter – Going on fire or other emergency calls and helping out however I can 4/11 to present

REFERENCES

- References available upon request