

Kathleen Casetta
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Summary

- Skilled in the fundamentals of design in both art and animation.
 - Fluency in Photoshop, Illustrator, 3ds Max, Maya, Mudbox, Zbrush, Headus UV Layout, UDK, Unity.
 - Basic coding knowledge in iOS and C#.
 - Extensive experience with educational software with an emphasis on early learning games.
 - Experience in collaborating with multiple team members remotely and in person.
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Education

B.A. in Video Game Design 2014
Art Institute of Raleigh Durham, Durham, N.C.

Career History & Accomplishments

Business Gamification Designer, CaffeINATION. 2013-2014

- Assisting in the gamification of transaction closing process.
- iOS storyboarding and coding for early versions of product.
- Creation of 2D assets for iOS 7 SDK app.
- Creation of closing room game from beginning planning to asset creation and implementation in Unity.
- Concept for product mascot and logo.

Graphic Designer and iOS Developer, Duke University 2013-2014

- Assisting in the conversion of book principles into iOS app through storyboarding and coding.
- Logo concept and design.
- Entrepreneur Studies.

Asset Modeler and Student Teacher, Youth Digital Studios. 2011-2012

- Assisted other teachers in the education of student on site.
 - Instructed classes off site for at risk children.
 - Modeled environmental assets for educational games.
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Memberships & Affiliations

- Consistent member of the Academic Presidential List.