

---

# Anthony Podraza

4241 N. Kenmore Avenue  
Chicago, IL 60613  
(630) 965-2589  
[anthonyjpodraza@gmail.com](mailto:anthonyjpodraza@gmail.com)  
[podrazadesign.com](http://podrazadesign.com)

## EDUCATION

### **Columbia College Chicago** - *Bachelor of Arts, Video Game Development*

September 2015 - May 2019

- Cumulative GPA: 3.6

## EXTRA CURRICULAR

Production Design - Worked on numerous student films designing and building the look of the projects.

Game Jam - Participated in several game jams at Columbia, performing a variety of roles.

## EXPERIENCE

### **Vilcane** - *Lead UI/UX Designer, Lighting Designer*

September 2018 - May 2019

- Designed art, feel, and functionality for several UI/UX elements of an action/adventure game in a large team environment.
- Designed and implemented lighting for interior and exterior of a post-apocalyptic, sci-fi, world.

### **Exploring Alexandria** - *Solo Design Project*

October 2018 - May 2019

- Designed an educational game with research into a specific time period for accurate recreation.
- Created personal assets including 3D models, scripts and 2D art.
- Developed for both PC and ported to Oculus Rift VR.

### **Columbia College Chicago Tech Support** - *Assistant*

February 2016 - May 2019

- Performed a variety of tasks helping faculty solve technical issues, updating software on school PCs/Macs, and moving and upgrading old equipment.

## TECHNICAL SKILLS

### Software

- Unity 3D Game Engine
- Unreal 4 Game Engine
- Microsoft Visual Studio
- Windows and Mac OS

### Design/Scripting

- C# and Javascript scripting
- Adobe Photoshop, Illustrator, and Premier
- Autodesk Maya and 3DS Max

### Development

- Agile, Waterfall, and Scrum Methods
- Level Design, UI/UX, Scripting, & Lighting experience
- Team management & documentation