

# Brian Maynard

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## EXPERIENCE

### **Content Specialist Instructor, The Help Group**

**January 2017 – Present**

- Taught part and full-time at The Help Group's STEM<sup>3</sup> Academy campuses in Valley Glen and Culver City, as well as the Village Glen School in Sherman Oaks, working with students with Autism Spectrum Disorder, ADHD, and other social and learning differences
- Led multiple after-school programs in game design and development using Flowlab.io and Unity
- Taught middle and high school courses in 3D modeling and animation, computer-aided design, introductory computing skills, game design, and programming

### **Programmer, Fiddle-Earth Media**

**May 2016 – November 2016**

- Designed and prototyped in C# dynamic planet models for an ecological simulation Unity game
- Contributed to the design and development of proof-of-concept demos for the project's planned Kickstarter campaign
- Worked remotely with a diverse independent studio team from across the globe and participated in weekly progress and development meetings

### **Team Member (Sales floor, Electronics), Target**

**October 2014 – October 2015**

- Worked in the team-driven sales floor environment of Target to assist guests, maintain store organization and stock, and handle unique assignments to meet the day-to-day challenges of retail

### **Teaching Assistant, Penn State Game Art course**

**January 2011 – May 2012**

- Contributed to the course syllabus design during its revision for the spring of 2012, re-focusing the course curriculum on giving students the skills to build their own games and asking them to examine the design of existing games and media
- Assisted in course instruction through leading lectures and in-class exercises, acting as primary programming teacher
- Debugged and troubleshooted students' Unity games on the fly

### **Treasurer, Penn State University Park Electronic Sports club**

**Fall 2009 – Fall 2012**

- Co-founded the Penn State University Park Electronic Sports club
- Helped coordinate tournaments and travel for the organization

### **Teaching Assistant, Tech Savvy Girls Summer Camp at PSU**

**June 2010 and June 2011**

- Assisted in supervising roughly 25 middle-school girls
- Debugged and troubleshooted students' Game Maker projects on the fly
- Contributed to instructor group reflections on game design, gender, the entertainment technology industry and education

## EDUCATION

### **Bachelor of Design, Pennsylvania State University**

**Summer 2014**

**GPA 3.74**

#### **Major, Interdisciplinary Digital Studio**

- Design degree with a broad background in the traditional arts through firm foundations in art history and fundamentals such as figure drawing
- Centered around a thesis-track core of courses in new media and digital art and animation

#### **Minor, Information Science and Technology**

- Practical instruction and hands-on experience in object-oriented programming, networking technology, database structure and management, and business organization and operation

#### **Academic Honors**

- Invited to join the School of Visual Arts faculty search committee to assist in the definition of requirements for and selection of the new professorship position in the Digital Art and Design program at Penn State
- Admitted to the Pennsylvania State University Schreyer Honors College as a freshman
- Certified Phi Beta Kappa member in recognition of high attainments in liberal scholarship
- 2008 National Merit Achievement Scholarship Finalist

## SKILLS

- Fluent in several programming languages including C# and Java
- Experienced in HTML and CSS
- Third-level proficiency (three semesters of study) in writing and speaking German
- Experienced with Unity Technologies Unity, MonoDevelop; Blender; Adobe Photoshop, Illustrator, Premiere; Autodesk 3D Studio Max, Maya; Eclipse; Oracle NetBeans; Microsoft Office Suite