

PAUL CAIN

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 cain-design.com
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TECHNICAL DESIGNER

SKILLS

Design

Game, Web, Publication, Narrative, Animation, User Experience/Interface

Project Management

Agile/Scrum methodology, Git, Subversion, Microsoft Office, Project, Visio

Engines

Unity 3D/2D, Creation Kit, basic Unreal Engine 4, RPG Maker

Programming

C#, C++, C, Fundamental: TypeScript, Java

Languages

Advanced English, intermediate Spanish, conversational Japanese

Web

HTML/5.CSS/3, Fundamental: JavaScript, Angular 5, Bootstrap 4, SQL, JSON

Imaging

Photoshop, After Effects, InDesign, Autodesk Maya

Writing

Creative Writing, Screenwriting, Editing

EDUCATION

Master of Science in Game Design

Full Sail University
G.P.A.: 3.9

Bachelor of Science in Communication

Ohio University, School of Media Arts and Studies
Major: Games and Animation
Corollary: Computer Science

EXPERIENCE

Technical Designer / Programmer

5/2019 – present

Razor Edge Games

Unannounced AAA 2019 Title (Project)

- Assist with performance optimizations
- Implement and optimize user interface

Freelance Web Designer

12/2010 – present

Programmer

- Build and amend standard websites using HTML, HTML5, and CSS3
- Script and attach JavaScript and jQuery elements to HTML pages
- Ensure all page elements held to fluid layout design

Visual Artist

- Create and edit images and icons to fit site needs, adding visual effects

Editor

- Enhance content and personal testimonies to better meet the client's needs
- Generate and proofread relevant content where necessary

Production Design Intern / Student Producer

7/2017 – 3/2018

Full Sail University

- Playtested and assisted with bachelor students' Unity/Unreal builds
- Delivered feedback on builds from a technical and creative standpoint
- Managed and assisted online Bachelor student teams
 - Fostered communication among team members
 - Facilitated incorporation and usage of Agile development methodology
 - Provided technical/creative guidance in game design and development
 - Practiced timely conflict management and resolution via empathy and critical thinking

Founder / Producer / Creative Director

1/2014 – present

Illuminated Developments

Blitz 1.0 Alpha (Project)

- Proof of concept card game, created with Unity and C#
- 1.0 Alpha available on Google Play

Lead Designer

- Design Gameplay mechanics and play methods in accordance to User Experience
- Develop a high concept document for future reference
- Explore possible user assistance mechanics for ease of use
- Design, create assets for and implement Use Interface

Programmer

- Utilize C# and Unity to create a playing card database, player hands, the play arena, a point system, and the user interface
- Program Artificial Intelligence using a system of logical flags while retaining the believability and "fairness" of the system