

Andrew Maul

Designer & Developer

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Software/Workflow

- Adobe Creative Suite
- Sublime Text
- Git
- CMS/LMS

Technical Languages

- HTML5 / CSS3
- JavaScript
- SASS
- jQuery

Skills

- Web Design
- Writing
- Game Design
- Photography

Career Experience

Multimedia Technical Designer - Northern Arizona University

6/14 - Present

- Improved curriculum by researching design and technology trends
- Reporting and advanced features of eCollege and Moodlerooms
- Created solutions in HTML, CSS, JavaScript, and VBA

Front-End Developer Intern - Blue Earth Interactive

1/14 - 5/14

- Worked under Lead Developer in Git environment
- Coded features, fixed bugs, and designed wireframes
- Created solutions in HTML, CSS, JavaScript, PHP, XML & WordPress

Lead Curriculum Web Specialist - University of Advancing Technology

5/11 - 11/13

- Led team of 3+ in the Curriculum Department
- Maintained, edited, and updated content in the eCollege LMS
- Created solutions in HTML, CSS, and JavaScript

Lead Level Designer - Politically Incorrect Games, LLC.

3/10 - 4/11

- Led team of 28+ as Lead Level Designer and Project Manager
- Designed, prototyped, and built 15+ levels for the TradeSecret online game
- Designed puzzles, monsters, items, and quests in Unity 3D

Freelance Experience

Level Designer - Iron Belly Studios

- Lit environments and placed assets in Unity 3D for unannounced game

Contributing Author - EBSCO Industries, Inc.

- Wrote and published five articles in *The 2000's in America* by Salem Press

Curriculum Developer - University of Advancing Technology

- Developed curriculum and full course for GAM113: Intro to Game Tools

Web & Graphic Designer - Various

- Projects included websites, printed media, billboards, etc.

Education

B.A. Multimedia - University of Advancing Technology

9/08 - 5/11