

Blake Leftwich

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Seeking an entry-level position in game design, level design or programming that utilizes my creativity, technical ability and excellent communication, organizational and time-management skills in a professional, positive and creative environment involving interactive entertainment creation and development.

Education

2007 - present A.A.S. Simulation and Game Development
Wake Technical Community College, Dobson, NC

2006 Human Resources Management Certification
Surry Community College, Dobson, NC

Experience

2001 - present Blockbuster Mount Airy, NC
9+ years management experience in the retail industry
Communication, time-management, budgeting, delegation and team-building

2004 - 2007 Advanced Media Network Rochester Mills, MI
Tested and reviewed Nintendo DS games for the Network's console and portable website.
Attended and covered media events such as E3 and contributed to brainstorming sessions
with the site director.

2004 - 2007 Gamebot Mount Airy, NC
Created, produced and edited the classic video game TV show.
100% sell through of both DVD compilations.

1998 - 2001 Gamestop Winston-Salem, NC
Operations, budgeting, hiring, coaching, marketing and sales

Achievements

Current President and founder of the Surry Game Development Group

Established IGDA Surry County Chapter

Created Prehistoric Times homebrew cartridge for the Atari 2600 to be released in May 2009

Technical Skills

Languages: C#, C++, Java, Visual Basic, ActionScript

Tools: Maya, Photoshop, XNA, Microsoft Office Suite

Development Environments: Microsoft Visual Studios, Unreal Editor III, Flash, Game Maker, Batari

References available upon request