

# ERIC GAJNAK

Freelance Designer

Portfolio: [ericgajnak.com](http://ericgajnak.com)

## OBJECTIVE

To construct a strong foundation for a long term career, utilizing my past experiences and knowledge, and to grow as a contributing member of your team.

## EDUCATION

Bachelor of Arts  
Interactive Media: Game Design  
Becker College

## CONTACT

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📞 (508) 494-8744

🌐 18 Commonwealth Ave,  
Shrewsbury, MA

*I am seeking to relocate, with or without assistance*

## SKILLS

Graphic Design with Adobe Software  
3D Modeling in Maya, Max, Zbrush  
PBR Texturing with Substance Suite  
Rendering in Marmoset, Keyshot  
Level design in Unreal, Unity  
Coding for C++, Java, Python  
Web Design with HTML5, CSS3

## WORK

### Freelance

May 2016 - Present

A period of growth building further skills, learning and creating for design and 3D.

Participated in ArtStation's Masterclasses II and The Gnomon Workshop.

### Adecco: Brattleboro Hearing Center (Temp)

June 2019 - July 2019

Helped as an Office Administrator, appropriately handling confidential information, scheduling appointments, mailing, faxing, and also functioning as a receptionist.

### General Dynamics Information Technology

Oct 2017 - Apr 2018

Responsible for providing consistent results for a variety of tasks for a government contractor involving The Centers for Medicare & Medicaid Services.

### Dillons

Feb 2017 - Apr 2018

Kept the produce department orderly and well stocked, constantly providing friendly, professional service to customers.

### Seven Hills Charter Public School

Mar 2016

Taught three groups of middle school students in grades 6, 7, and 8 about fundamentals of game design for a "Mini College Week." Interactively covered level design in a game engine, basic coding, 3D sculpting for game assets.