|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | **TRENT COBB**  Game designer | | Career Objective  Detail-oriented professional with over 3 years of experience and a proven knowledge of game development, project management, and user research. Aiming to leverage my skills to successfully fill the Game Designer role at your company.  Experience  Founder / Game Designer  Gold Turtle Games*,* Brooklyn*,* NY / Oct 2021 *-* Present   * Communicated with art, production, and programming teams to design innovative game elements and optimize quality for better player experiences. * Established documents outlining concept, art, deliverable specifications, game flow charts and overall content to help keep projects moving and teams working together cohesively. * Prioritized tasks and carefully managed time to consistently meet delivery dates.   Sales Associate  Amazon 4 Star Store*,* New York*,* NY / Oct 2019 *-* Feb 2020   * Organized racks and shelves to maintain store visual appeal, engaged customers and promote specific merchandise. * Provided positive first impressions to welcome existing, new and potential customers. * Helped customers locate products and checked store system for merchandise at other sites. * Engaged with customers to effectively build rapport and lasting relationships.   Merchandising Manager  Party City*,* New York City*,* NY / Oct 2018 *-* Oct 2019   * Promoted from Sale Associate to Merchandising Manager after 1 year. * Monitored the performance of sales team members, then worked to increase team morale and motivation through positive feedback. * Optimized store displays and appearance in a timely manner via strategic merchandising techniques. * Executed in-season pricing strategies, promotions, and markdowns to reach financial targets. |  |  | |  |  | | --- | --- | |  | treycobb1@gmail.com |  |  |  | | --- | --- | |  | 718-310-7146 |  |  |  | | --- | --- | |  | Brooklyn, NY |   Education  Full Sail University  Master of Science Game Design, 2021  SUNY At Buffalo  Bachelor of Arts Media Studies, 2018  Certifications  Google Data Analytics,  2022  Skills  Problem-solving  Systems Thinking  Game Design  Data Visualization  Project Management  Unity Engine  Google Drive  Microsoft Office Suite  Github  Tableau  Programming C# / R / SQL |  |

.