

Anthony Greenwood • Graphic Design • Game Design • Creative Musician

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MILITARY EXPERIENCE

- **United States Army**
Combat Engineer | Ft. Hood, TX/ Afghanistan | Honorable Discharge
Sept. 2006 – Jan. 2010

EDUCATION

- **B.A. in Digital Technology & Culture**
Washington State University Vancouver
May 2020
- **Game Studies and Design Certificate**
Washington State University Vancouver
May 2020

WORK EXPERIENCE

- **Audio Engineer/ Illustrator/ Animator**
Dec. 2019 - May 2020 | Parks for Clark - A Digital Reimaging
An interactive web-based environment and brand identity of Parks
Foundation of Clark County
 - Composed hand-written music for the client's video on their website
 - Designed and illustrated icons for a custom map on the client's website
 - Worked cohesively in a team of six to achieve the client's goals for their website
 - Maintained a positive work environment and provided help for my team

IT Technician

- Oct. 2011 - June 2013 | Sam Houston State University | Huntsville, TX
- Handled all desktop support for the entire university
 - Provided Help Desk-based IT phone support to end-users for a fast-paced environment
 - Became a trusted resource through high-level problem-solving skills

TECHNICAL SKILLS

AUTODESK MAYA ●●●●●
UNREAL ENGINE ●●●●●
UNITY ●●●●●
SUBLIME TEXT ●●●●●
VISUAL STUDIO ●●●●●
LOGIC PRO X ●●●●●
HTML5/ CSS ●●●●●



HOBBIES



Writing ambient, indie, metal, jingles, and original music for video games and videos.



I love playing video games. I also love designing, modeling, animating characters and levels.



In my spare time, I like to build gaming PC's. I help friends with their builds, and I am constantly upgrading my own rig.