

# Christopher Marques

## Multi-disciplinary Designer

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X @paramisor

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As a multi-disciplinary designer with a strong foundation in game development and programming, I am driven by an unwavering passion for learning and innovation. My commitment to pushing creative boundaries, combined with a diverse skill set, sets me apart as an adaptable, forward thinking professional in the world of design.

## Education

New England Institute of Technology  
East Greenwich, RI

### Bachelor of Science • 09/2017

Video Game Design

- President of Game Developers Network
- Secretary of Game Developers Network

### Associate of Science • 12/2016

Video Game Development And Design

- Member of Game Developers Network

## Skills

*Project Management*

*Strategic Planning*

*Team Leadership and Collaboration*

*Analytical problem-solving*

*Training and mentoring*

*Web, App, and Unity Development*

*Game Design and Development*

*C# Programming*

*UI/UX Design*

*Digital art and animation*

*3D Modeling and Texturing*

## Courses & Certificates

Google UX Design Professional Certificate

Foundations of Project Management

Fundamentals of Graphic Design

UX & Web Design Master Course:  
Strategy, Design, Development

Start the UX Design Process:  
Empathize, Define, and Ideate

Section 508: What is It and  
Why is It Important to You?

Principles of UX/UI Design

# Work Experience

**Office Manager** • Nov 2022 - Dec 2022

## Beer Line Cleaning USA

- Directed logo redesign, boosting brand recognition and addressing legibility concerns for enhanced visibility.
- Implemented strategies to improve customer interactions, addressing limitations in the existing approach.
- Led effective marketing design initiatives, elevating the company's visual brand presence and engagement.
- Spearheaded comprehensive training for all employees, offering expertise in both field operations and office management systems as needed.

*Skills: Scheduling, Team Collaboration, Client Relationship Management, Record Keeping, Graphic Design, Marketing*

**Independent Contractor** • Feb 2020 - Jul 2023

## Graphics by Color Group

- Started with handyman tasks and gradually transitioned to design projects.
- Redesigned the logo, updated the website, and created a custom app.
- Contributed to field installations as needed.

*Skills: User Interface Design, Web Design, Unity, C#,*

**Experience Designer/Animator** • Mar 2020 - Dec 2021

## Igor Tulipanov - Freelance

- Collaborated on transforming a painted museum into a virtual gallery.
- Created a networked multiplayer environment for site visitors to explore Igor's art.
- Brought Igor's 'Bops' characters to life in a virtual museum.

*Skills: 3D Modeling, Animation, Unity, C#, App Development*

**Research Assistant** • Nov 2022 - Dec 2022

## U.S. Naval War College

- Implemented agile workflows and strategy for project development.
- Developed projects for the Naval War College, including a game for cyber security training.
- Fostered effective communication and cohesion within a multidisciplinary team, contributing to the achievement of project goals.
- Conducted thorough research in cyber security, and integrated findings into the development process.

*Skills: User Interface Design, Cyber Security Research, Game Design, Project Management, Unity, C#*

## Proficient In

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Autodesk 3ds Max

Autodesk Maya

Procreate

Concepts

Figma

Unreal

Unity

Jira

Trello

Slack

HTML, CSS

Wordpress

Microsoft Office

Microsoft Windows

Google Workspace

PC Hardware/Repair

## Passions

 Biking

 Gaming

 Camping

 Woodworking

 Baking

 Gardening

 Hiking