

David McCullough

Student
Designer & Developer

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🐦 LofiCacti

about

I am passionate about designing and creating things with an end user focus. I value self-discipline, consistency and open-mindedness.

I consider myself a generalist with the ability to adapt to the project at hand and specialize rapidly.

skills

Adobe Photoshop, Illustrator
Front-end Web Development
HTML5, CSS, JavaScript
Game Engineering/Design
#C, C++, Java, GML
Unity, Gamemaker: Studio
2D Pixel Art/Animation
Microsoft Office
Digital Photography

achievements and affiliations

Placed first at Chillennium 2016, the largest national student game jam competition with over 50 undergraduate and graduate teams

Student Game Developer Alliance
UTD

AP College Board Scholar with Honor

Highland Park HS Community Service Council

Habitat for Humanity

education

University of Texas at Dallas
Expected graduation: May 2018
Richardson, Texas

B.A., Arts and Technology
Academic Excellence Scholarship
Recipient

Game Production Lab
Fall 2016
University of Texas at Dallas

Unity Engineer
Chosen among undergraduate and graduate applicants to create a digital game vertical slice in a multi-disciplinary industry simulation.

University of California, Berkeley
July 2012
Berkeley, California

Engineering and Technology Conference
Chosen among a select group of students nationwide with top scores to attend this conference offered in cooperation with Microsoft.

work experience

Reflect Systems Inc.
April - August 2016
Dallas, Texas

Client Support Specialist Intern
Managed client networks and resolved client incidents using remote software. Contributed to multiple client rollout projects. Participated in company strategy meetings. Trained new client support hires.

Bloom Group LLC
June - August 2015
Dallas, Texas

Freelance Design
Branding for an executive healthcare recruitment firm including web and graphic design.
www.bloomgroupinc.com