

Conor Behrens

Game designer, graphic designer, programmer, UX/UI

Experience

iD Tech - NYU Washington Square (2017- ongoing)

Instructor

Teaching 3D modeling and printing with Autodesk Maya and Monoprice to 13 - 17 y.o. students

Teaching game design with Unity and C# to 13 - 17 y.o. students

Tech Coordinator

Troubleshooting and resolving hardware issues

Proofreading and editing code

Troubleshooting and repairing Dremel and Monoprice 3D printers

Superchief Gallery (2017- ongoing)

Graphic Design Intern

Designing flyers, infographics, and merchandise

Installing gallery exhibitions

Sloane Stecker Physical Therapy (2016)

Technical Assistant

Conducted running analyses for patients using Noraxon

Handled data entry and patient information with WebPT

Assisted patients with exercise and recovery

Young Mind Interactive: Games, eBooks, and Digital Learning Tools (2014-2015)

Intern

Designed layouts for games and apps used in classroom settings

Produced assets for educational games

Conducted research on trends in blended learning

Contributed writing entries for company website

Dangerous Media (2014-2015)

Intern

Graphic design using Photoshop and Fireworks

conorbehrens.com

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Education

Parsons School of Design

(anticipated graduation: May 2019)

Bachelor of Fine Arts in Design and Technology

Game Design Concentration

Skills

Game Design and Programming:

Unity, C#, C++, Processing, and Git

Design:

Maya, Photoshop, Illustrator, After Effects, and Flash

Exhibitions (exhibition coordinator)

Cheddar Weather 2, Babycastles Gallery - New York, NY 2018

Cheddar Weather, Candy's Studios - New York, NY 2017

Exhibitions (work shown)

Playcrafting Winter Play, Microsoft Technology Center- New York, NY 2018

NYC Media Lab, Parsons School of Design - New York, NY 2017

Game Environments, Babycastles Gallery - New York, NY 2017