

# Conor Behrens

Game designer, graphic designer, programmer, UX/UI

## Experience

**Geek Forest** (2018-ongoing)

### Assistant Program Director

Developing STEAM and computer science curricula

Teaching game design with Unity and C# to 7-10 y.o. students

Designing advertisements and promotional media

**Clutch Made** (2018-ongoing)

### UX/UI designer

Motion graphics and animation for video essays

Designing layouts for web-based consultation services

**iD Tech - NYU Washington Square** (2017-2018)

### Instructor

Taught 3D modeling and printing with Autodesk Maya and Monoprice

to 13 - 17 y.o. students

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

### Tech Coordinator

Troubleshoot and resolving hardware issues

Proofread and edited code

Troubleshoot and repaired Dremel and Monoprice 3D printers

**Superchief Gallery** (2017-2018)

### Graphic Design Intern

Designed flyers, infographics, and merchandise

Installed gallery exhibitions

**Young Mind Interactive** (2014-2015)

### Intern

Designed layouts for games and apps for classroom settings

Produced assets for educational games

Conducted research on trends in blended learning

Contributed writing entries for company website

**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)

Rent Money - Holo, New York, NY 2018

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