



# Conor Behrens

[Conorbehrens.com](http://Conorbehrens.com)

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## Skills

### 3D Design

Maya, ZBrush, Substance Designer/Painter, Blender

### Graphic Design

Illustrator, Photoshop, Sketch, InDesign, After Effects

### Game Design & Programming

Unity, C#, HTML, CSS, Aseprite

## Experience

**CareerMD** (2019-ongoing)

### *Project Manager, Junior Designer*

- Assigning and reviewing frontend web design, marketing, and promotional design projects for a medical recruitment firm.
- Designing marketing templates for repeated versioning and reproduction.
- Frontend web design, graphic design, and layout design.
- Developing manuals to instruct a team of designers on versioning and reproducing marketing templates.

**Song Searching** (2018-2019)

### *Unity Developer*

- Level design and responsive user interface design.
- C# programming, AI pathfinding system development.

**Geek Forest** (2018-2019)

### *Assistant Program Director*

- Developed STEM and computer science curricula for elementary school students.
- Instructed a course on game design to 7-10 y.o. students, using Unity and Scratch.

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

### *Instructor, Tech Coordinator*

- Instructed courses on 3D modeling and 3D printing to 13 - 17 y.o. students, using Maya and Monoprice.
- Instructed courses on game design to 13 - 17 y.o. students, using Unity and C#.

**Superchief Gallery** (2017-2018)

### *Graphic Designer*

- Designed flyers, merchandise, and infographics.
- Installed gallery exhibitions.

## Education

**Parsons School of Design** (Graduated May 2019)

- BFA in Design & Technology
- Game Design Concentration