



# Conor Behrens

**Conorbehrens.com**

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## Skills

### 3D Design

Maya, ZBrush, Substance Designer/Painter, Blender

### Game Design & Programming

Unity, Unreal, C#, HTML, CSS

### Graphic Design

Illustrator, Photoshop, Sketch, Figma, InDesign, After Effects

## Experience

**CareerMD** (2019-2021)

### *Project Manager, Junior Designer*

- Coded and designed interactive landing pages for clients in the medical industry.
- Managed and reviewed frontend web design, marketing, and promotional design projects for a team of designers within a medical recruitment firm.
- Designed marketing templates for repeated versioning and reproduction.
- Developed manuals to instruct a team of designers on versioning and reproducing marketing templates.

**Pratt Game Lab** (2018-2019)

### *Level Designer, Programmer*

- Designed immersive environments based on real-world locations using Unity.
- Programmed AI to patrol environments and respond to player inputs.
- Programmed fluid and responsive user interface elements and character movement using C#.

**Geek Forest** (2018-2019)

### *Assistant Program Director*

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

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

### *Instructor, Technology Coordinator*

- Instructed courses on 3D modeling and 3D printing to high school students using Maya and Monoprice.
- Instructed courses on game design to high school students using Unity and C#.

## Education

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

- BFA in Design & Technology
- Game Design Concentration