

# Eric Todd

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## Work Experience

- **January 2019 – Present:** Promoted to *Junior Business Analyst* at Harris and Harris. New duties include handling client projects, higher level tickets and modifying code of existing programs.
- **Spring 2016 – December 2018:** Worked full-time as *IT Operations Specialist* at Harris and Harris. Duties included processing client files and distributing reports; addressing employee issues through internal help desk line; automating both internal and external processes; and resolution of various problems through ticketing system.
- **May – August 2010, 2011, 2012:** Worked summers as a *Stocker* at Pet Supplies Plus.

## Projects

- **Fall 2016 – Present:** *Small Favors*, A comedic fantasy RPG with over 40 hours of gameplay, including a wide variety of detailed scripted events.
- **November 2018 – December 2018:** *Eternal Adventure*, A procedural RPG with a focus on character building, made for IGMC 2018.
- **October 2017 – December 2017:** *The Square Who Killed Another Square*, A comedic RPG with several hours of gameplay and entirely original assets, made for IGMC 2017.
- **Winter 2013 – Summer 2016:** *Bleaklight*, An independent horror game worked on in a two-man team. Contributed game and level design, writing, art, and audio.
- **Fall 2014 - Spring 2015:** Group course work creating multiple 2.5D games in Unreal 4. Contributed blueprint-based scripting as well as game and level design.

## Skills

- Experience with RPG Maker, Unreal Engine 4 and Unity
- Extensive creative writing experience
- Adobe Photoshop, Illustrator, and Dreamweaver experience
- HTML, CSS and Javascript experience

## Education

- **2011 – 2015:** Graduated with a bachelor's in Computer Graphics Technology at Purdue University.
- **2008 – 2011:** Graduated from Naperville North High School.

## Extracurricular

- **2011 – 2014:** *ACM Special Interest Group Game Design*, Assisted in creation of multiple games. Contributed game design, music and sprites.
- **2008 - 2011:** *Game Development Club*, Led team in creation of 2D puzzle platformer *Sprout*. Contributed game and level design, and directed others.