

BRITTANY PRICE

[LinkedIn](#) | [Github](#) | [Portfolio](#)

PROFESSIONAL SUMMARY

Results-driven Game Developer with a Master of Fine Arts in Design & Technology and a Bachelor of Fine Arts in Interactive Graphics. I possess a strong blend of technical skills, certifications, and practical experience, making me adept in both creative design and IT support roles. Currently pursuing a Google Project Management Certificate, I have a robust background in game development, UI/UX design, and technical support, further enhanced by recent certifications in AI and IT support.

Technical expertise spans game development tools such as Unreal Engine 4 & 5, Unity, and various programming languages including Python, C#, Java, and JavaScript. Additionally, my skills include HTML/CSS, UI/UX design, and artificial intelligence. I excel in translating complex technical concepts into practical solutions and thrive in collaborative environments, making me a versatile and valuable asset to any game development team.

EDUCATION AND CERTIFICATIONS

Google Project Management Certificate NPower/Coursera	In-Progress Aug 2024
Google AI Essentials Certificate NPower/Coursera	Completed July 2024
Google UX Design Professional Certificate NPower/Coursera	Completed July 2024
CompTIA ITF+ Certification NPower Raleigh	Completed May 2024
CompTIA A+ 1101 Certification NPower Raleigh	Completed June 2024
CompTIA A+ 1102 Certification NPower Raleigh	Completed July 2024
Google IT Support Professional Certificate NPower/Coursera	Completed April 2024
Master of Fine Arts in Design & Technology New School, New York, NY	Graduated May 2022
Bachelor of Fine Arts in Interactive Graphics UNC Wilmington, Wilmington, NC	Graduated Dec 2019

Information Technology Trainee **February 2024 – July 2024**
NPower – Raleigh, NC

Instructional program designed to launch tech careers through hands-on training, internships, and micro work projects. The program is centered on CompTIA's A+ and ITF+, & Google IT Support certifications.

- **Hardware:** Cables, storage devices, printers, computers, laptops, routers, switches
- **Software:** Troubleshoot PC and mobile device issues including application security support
- **Operating Systems:** Install and support Windows OS, Linux, and Mac OS
- **Networking:** Familiar with purposes of TCP and UDP ports, protocols, and common network devices
- **Security:** Identify and protect against vulnerabilities for devices and network connections; implement security best practices
- **Mobile Devices:** Configure laptops and other mobile devices
- **Virtualization and Cloud Computing:** Knowledge of common cloud models and cloud computing concepts and virtualization concepts

University Learning Center, The New School, New York, NY **August 2021 – May 2022**
Tutor

- Provided academic support to the New School's diverse 7,000+ student population as a programming and software tutor.
- Facilitated students with debugging issues with homework projects and webpage development
- Taught students how to use software applications such as Photoshop and MAYA

UNCW Technology Assistance Center, Wilmington, NC **May 2017 - January 2020**
IT Support

- Assisted 17,000+ students and staff with software installation, malware/virus removal, and network connectivity.
- Floor managing including collaborating other technicians to troubleshoot software issues.
- Managed the Digital Makerspace which included the VR and 3D printing stations.
- Used ticketing systems to manage software issues, troubleshoot, and escalate tickets when necessary
- Took calls from UNCW professors, students and staff about software issues and ticket updates
- Worked in-person with staff, professors, and students to troubleshoot technical issues with their devices

TECHNICAL SKILLS AND SOFTWARE

- | | | |
|----------------------|---------------------------|---------------------|
| ✓ macOS (Mojave+) | ✓ Windows 10, 11 | ✓ Unity |
| ✓ Python | ✓ Unreal Engine 4 | ✓ Unreal Engine 5 |
| ✓ HTML | ✓ CSS | ✓ JavaScript |
| ✓ C# | ✓ Java | ✓ Networking |
| ✓ UI/UX | ✓ Virtual Reality | ✓ Technical Support |
| ✓ Project Management | ✓ Artificial Intelligence | ✓ Troubleshooting |

TECHNICAL PROJECTS

[Mockup for Blue Sage Games Website](#), Figma, Google UI/UX Coursera

Sept 2024

- Create a mockup of my game studio's website
- Accessible, responsive, and easy-to-use website that describes my development journey and what my games are about

[eCommerce App & Website Mockup](#), Figma, Google UI/UX Coursera

Aug 2024

- App & website designed to allow customers to buy gaming gear
- Customizable, accessible, and responsive website that makes it easy for customers to browse

Danger Space, Master's of Fine Arts Project, The New School

2021-2022

- First-person shooter game developed with Unreal Engine 4 and Blueprints
- Thesis involved having users test the game and choosing the extent and types of violence in the game

Invaders of Space, [p5.party](#), The New School

April 2022

- Redesigned version of Space Invaders where players battle invading aliens to obtain a high score



Connect 4 Multiplayer, [p5.party](#), The New School

March 2022

- Developed an online version of Connect 4 that allows two people to compete to fill four red or blue colored chips to another before the opponent

