Corey Holmes

coreycreativ.com

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SUMMARY

Self-taught Front-End Developer, game developer, and trained Digital Media professional. Passion for content creation and strong technical skillset including Mac and Windows operations, Unity and GameSalad engines, and Game Design concepts. Killscreen Two5Six Festival Scholar in 2015.

TECHNICAL SKILLS

HTML5, CSS, JavaScript, JQuery, Wordpress, Bootstrap, PhaserJS, Photoshop, Filemaker Pro, Basecamp, Unity, GameSalad, Mac and Windows OS, Excel and PowerPoint

RELEVANT EXPERIENCE

Coreycreativ (Portfolio & Blog), New York, NY   2011-Present
Owner/Creator
- Developed a portfolio web site to display my web design skills as well as the games I've made.
- Created a custom WordPress theme and blog about game and web development from scratch.
- Designed and coded trivia game mechanics as well as sample for personal project called "Final Fantasy Jeopardy"
- Completed Noble Desktop Web Design Certification Course

Games for Change   2015
Volunteer
- Facilitated logistics for the Games for Change festival
- Tracked down contact information of members of the indie game dev community
- Guided attendees through playtests for various games

WORK HISTORY

2U, New York, NY   2016
Online Counseling Coordinator
ZOMATO, New York, NY   2015
Content Associate
SCREENVISION, New York, NY   2014 – 2015
Research Coordinator

EDUCATION

Bachelor of Science in Digital Media
Tandon School of Engineering, Brooklyn, NY

Web Design Certification
Noble Desktop, New York, NY