

Robert Lauer

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Education

BFA Game Design:
Cleveland Institute of Art (CIA), Cleveland, OH
2013 - 2017

Related Experience

Creative Director | 360 Alley (Current)

Manage production, design, and visual development of Augmented Reality properties.
-Manage timelines and daily meetings.
-Assist team members with technical and artistic duties.

3D Animation Instructor | Cleveland Digital Arts High (Current)

Teach students the fundamentals of 3D animation.

Model Revisionist | Halo Media Works (2017)

Handle video game model revisions.
-This includes modeling, texturing and rigging.

Lead Game Designer & Programmer | Airlocked (Current)

Collaborate on action/adventure web game.
- Design levels, program game, design user interface.

Teaching Assistant | CIA Animation (2016-2017)

Assist students with 3D character work, assist instructor, and maintain motion capture studio.

Intern | Deck of Dice Gaming (2016)

Design art and flow of in game reward animations for mobile game.

Skills

- Game Design
- Game Development
- 3D Modeling
- 3D Texturing
- 3D Animation
- 3D Rigging
- 2D Animation
- Level Design
- Programming
- Sprite Animation
- Game User Interface Design

Technical

-  Autodesk Maya
-  Adobe Photoshop
-  Stencyl
-  Unity
-  Adobe After Effects
-  Adobe Illustrator
-  Adobe Animate
-  3D coat
-  Game Maker
-  Adobe Premiere
-  Unreal 4

Awards

**Student Independent Exhibition Artist | CIA
2017**

**Excellence in Game Design Scholarship | CIA
2015-2016**

**Gund Family Scholarship | CIA
2013 - 2016**

**Dean's List | Kent State University
2013**

Outside Experiences

Exhibitor | GDEX 2016

- Displayed the game Airlock at a table during the Columbus Game Developer Expo

Organizer | Cleveland Game Developers

Technician | CIA Digital Painting Club

- Set up and managed the equipment for the club's video streaming and gave demos on art techniques.

Global Game Jam | 2015, 2016

- Programmer/Designer.

Traveling Player | Akron Hurling Team