

Ryan Day

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Skills Summary

- ♦ Marketing
- ♦ Adobe Creative Suite
- ♦ Brand Management
- ♦ Project Management
- ♦ Web Design & Management
- ♦ Fluent in Spanish

Work Experience

NINJABEE/WAHOO STUDIOS – Orem, UT

Game Designer, February 2011 to Present and May 2008 to November 2008

- ♦ Worked as part of a small team to conceptualize, design and create content for upcoming video games.
- ♦ Develop strategies to direct the work of artists and programmers throughout the production process.
- ♦ Hand-selected by a lead designer to work on a high-profile, award-winning project.

MR. MONEY – Kaysville, UT

Store Manager, January 2009 to February 2011

- ♦ Managed daily operations including: loan processing, collections, direct customer relations, employee training, marketing and cash management.
- ♦ Developed a streamlined process that resulted in an average profit increase of 15% each quarter.
- ♦ Consistently recognized for superior performance and leadership by upper management.

ROCKWELL COLLINS – Salt Lake City, UT

Simulations Systems Technical Intern Junior, December 2007 to May 2008

- ♦ Assisted in the creation of software packages for military and commercial flight simulators. Duties included: Photoshop texture creation and application, 3-D model creation, revision and testing.
- ♦ Created and implemented a successful training program that has been in use for four years now.

THE LOCAL PAGES – Salt Lake City, UT

Senior Graphic Designer, March 2005 to December 2007

- ♦ Designed ads for directories around the nation--effectively branding hundreds of companies on multiple levels.
- ♦ Provided crucial SME during the transition to new graphics software resulting in a timely transition and increased productivity in the graphics department:: advised management and trained designers.

NUMARKETS – Salt Lake City, UT

Store Manager, October 2003 to March 2005

- ♦ Supervised the launch of a new location . Duties included: marketing and direct public relations, hiring and training staff, creation of marketing materials and brand maintenance.
- ♦ Managed an extensive online store, including product descriptions, photography and shipping.

Education

ITT TECHNICAL INSTITUTE – Murray, UT

Bachelor's Degree, 2008 GPA: 3.95

Digital Entertainment and Game Design

Graduated as the class Salutatorian

SALT LAKE COMMUNITY COLLEGE – Salt Lake City, UT

Associate's Degree, 2003 GPA: 3.80

General Studies

Personal

- ♦ Member of the National Association of Photoshop Professionals, the American Institute of Graphic Arts, and the Independent Game Developers Association.
- ♦ Served a two year LDS Mission in the Argentina Salta Mission.
- ♦ Eagle Scout and member of the Order of the Arrow.