

BRENTON VAVREK

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www.brentonvavrek.digital

CAREER OBJECTIVE

Seeking entry-level professional opportunities to apply my design thinking, multimedia creativity, and software development skills.

EDUCATION

The Pennsylvania State University

B.Des. Digital Multimedia Design (DMD)

Cumulative GPA: 3.92

World Campus

Graduation: May 2025

Dean's List

Austin Community College

Non-Degree High School Dual-Credit Courses

Austin, TX

2020 - 2021

WORK EXPERIENCE

The Pennsylvania State University

IST250: Introduction to Web Design and Development

Learning Assistant (LA)

January – May 2025

Helped with IST250 web design topics related to coursework exercises, problem solving sessions, and student tutoring as directed. Worked with faculty and other Learning Assistants as a virtual team to facilitate and improve student learning. Communicated effectively with supervising instructors, staff, and enrolled students while preparing for specific educational assignments.

COURSEWORK DOMAINS

Digital Multimedia Design	Visual Web Design	Graphic Design	2D Digital Art
Software App Development	Creative Coding	Information Technology	3D Digital Art
Object-Oriented Programming	User Interface (UI) Design	Human-Centered Design	Visual Design
Web Design and Development	User Experience (UX) Design	Game and Interactive Media	Architectural Design

TECHNICAL SKILLS SNAPSHOT

Java ●●●●●	IntelliJ IDEA ●●●●●	Figma ●●●●●	VS Code ●●●●●	GameSalad ●●●●●	Processing 4 ●●●●●	Unity ●●○○○
HTML ●●●●●	CSS ●●●●●	Webflow ●●●●●	Web Builder ●●●●●	Premiere ●●●○○	ZBrush ●●●○○	SketchUp ●●○○○
Blender ●●●●●	Photoshop ●●●●○	Procreate ●●●●○	Illustrator ●●●○○	JavaScript ●●●○○	Lightroom ●●○○○	Python ●●○○○

COURSEWORK & PERSONAL PROJECTS*

Creative Coding:	<i>Bank-it-Ball Game</i>	Developed a graphical Java-based basketball game using the Processing 4 IDE.
Edutainment:	<i>Color Cave Game</i>	Created a color theory game in GameSalad for an upper-level design course.
Game App:	<i>Street Scurry Game</i>	Created a car racing mobile app in GameSalad and published it free-to-play.
Web Design:	<i>RC Car Shop Website</i>	Designed an example RC car shop using HTML, CSS, and JavaScript.
3D Modeling:	<i>Cup & Chessboard</i>	Created and rendered 3D coffee cup and chessboard scenes using Blender.
Graphic Design:	<i>Park & Caffé Posters</i>	Designed infographics for a park's historical timeline and sounds heard at a caffé.
Product Design:	<i>Action Stick Figure Kit</i>	Produced an open-design modular toy utilizing craft wood and twist ties.
SketchUp CAD:	<i>Sword in the Stone</i>	Created a SketchUp model and exported the STL to print & paint a mini 3D model.
Pixologic ZBrush:	<i>Zombie King Bust</i>	Sculpted a Zombie King bust using ZBrush as an independent personal project.
Photography:	<i>Cultural Music</i>	Assembled a photo story of cultural music diversity in Austin, Texas.

* Detailed information about each portfolio project is available at the www.brentonvavrek.digital website.

CLUBS & GROUPS

Penn State Digital Multimedia Design (DMD) Club

Digital Multimedia Design (DMD) Slack Group

PERSONAL INTERESTS

Electric Guitar

Music Theory

Computer Gaming

Role-Playing Games

Model Kits

Anime

References available upon request.