

# BRENTON VAVREK

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[www.brentonvavrek.digital](http://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 technical 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 &amp; Chessboard</i>	Created and rendered 3D coffee cup and chessboard scenes using Blender.
Graphic Design:	<i>Park &amp; 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](http://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.*