

## James Barra

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### EDUCATION

Stevens Institute of Technology / Hoboken, New Jersey

04/24

Visual Arts & Technology / Game Design — GPA. 3.821

Relevant Coursework:

- *Foundations 4D / Moving Image: On Screen*, which taught principles of video editing, and softwares such as Premiere Pro.
  - *Motion Graphics / Moving Image: In Space*, which taught how to work with 3D software, such as Cinema 4D, and how to apply such software to video.
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### EXPERIENCE

Wartburg Senior Center / Mt. Vernon, New York

04/19 - 07/19

*Seniors for Seniors Organizer*

*Seniors for Seniors* was a student-run advocacy project designed to get Wartburg Senior Center a yearly influx of student volunteer workers. As organizer of the project, I coordinated with administration at the center to build a framework that would allow for sustainable volunteer on-boarding. As part of this project, I:

- Communicated between the facility and Iona Prep School to organize student volunteers.
- Guided seniors in usage of modern technology such as iPads.
- Oversaw a wide range of tasks, including but not limited to moving supplies, sorting documents, and overseeing seniors with Alzheimer's disease while eating to ensure they did not choke.

Self Employed / Hoboken, NJ

05/23

*3D Designer (Freelance)*

As a freelance 3D designer, I create customized digital uniforms for esports teams in the game *Holdfast: Nations at War*. Within this field, I:

- Communicate with clients, compiling reference imagery and solidifying their vision of the product I will be making them.
  - Utilize a collection of 3D assets to tailor an outfit to replace the game's default player-character.
  - Edit normal, specular, and ambient occlusion maps to ensure these custom uniforms have depth, detail, and fit seamlessly with the game's base assets.
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### SKILLS or INTERESTS

Video Editing

In my free time, I make videos ranging from technical demos to comedy skits.

3D Modeling / Animation

I have taught myself Autodesk 3dsMax and Unity in efforts to mod video games.

Writing

I have written many scripts for my own projects as well as the projects of my colleagues.