

Maxwell Eisenhaure

[LinkedIn](#) - [Portfolio](#) - maxeisenhaure@gmail.com

Objective

To leverage my passion for 3D Art, design and technology in a sales role, gaining valuable industry experience and building strong client relationships to support my professional growth.

Education

Fitchburg State University Bachelor of Science in Communication with a concentration in Game Design. (Summa Cum Laude)	May 2024
	Overall GPA: 3.81 Major GPA: 3.89
Simsbury High School	May 2020

Academic Profile

Intro to Game Art	Level Design	Advanced Game Workshop
3D Animation	Advanced Game Workshop	Mobile Game Development
Concept Art in Games	Game Studies Seminar	3D Game Development
Game Narrative Design	Elements of Game Design	Game Studio Capstone

Technical Skills

- Autodesk Maya 2024
- Adobe Substance Painter
- Unreal Engine
- Unity Engine
- Adobe Photoshop
- Adobe Substance Designer
- Marmoset Toolbag

Awards and Achievements

"Lights Out" <i>Visions Honors Festival</i> , Fitchburg State University	2021
Winner "Best-in-Show," Fitchburg State <i>Global Game Jam</i>	2021
Presidents List (Fitchburg State University)	2020 - 2024
Dean's List (Fitchburg State University)	2020 - 2024
Graduating "Summa Cum Laude"	2024

Experience

Alumni Office and Development, FSU, Fitchburg Mass. Assisting with Office duties, including running events, promotional and inputting data and information into a personal database.	2023 - 2024
Meat Clerk, Fitzgerald's Foods, Simsbury CT. Customer Service, Meat cutting, additional duties included order taking and food preparation.	2018 - present