

# Samuel Wayne Switzer

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## Education

- Graduated Salina High School Central, *May 2008*
- Attended Art, *2007-2008*
- Helped resolve school website issues
- Recieved high marks in Computer Applications I & II

Graduated Salina High School Central in may of 2008. During the four years I attended a media technology class and produced over a dozen short films, worked to help several issues with the school website, and recieved high marks in Computer Applications I & II, I also served in the school's select choir, Choraliers for four years. Participated in the art program Junior and Senior year, created dozens of works.

## Employment

- Kentucky Fried Chicken *2004*
- Computer Connection Inc. *2005-Present*

In 2004 I worked Kentucky Fried Chicken at the age of 14. I was later hired in 2005 by Computer Connection Inc. due to my hands-on knowledge of computers. While there I learned to repair & maintain Windows based computers on both a software and hardware level, Build and set up computers, and light knowledge on managing Linux servers. I also co-founded E-Waste of Salina. Which recycles computer equipment.

## Experience

- Familiar with television broadcast equipment & Computer Equipment
- Knowledgable in HTML & CSS
- Familiar with the GIMP image editor, PhotoShop capable
- Aware of game design techniques for textures and models

In addition to classes taken during school, I have also taken classes on the side from various places. At Community Access Television of Salina I was trained to Produce, Edit, Film, and run control room operations such as Switching, Computer Graphics, and Directing. I also Produced four Programs, including one live two hour broadcast, but helped with many other productions.

I have also learned how to create and edit websites using raw code with HTML and CSS. I have created over 20 web designs five of which have been officially published by clients. I tend to focus on speed, clean code, web semantics, and I avoid unnecessary bulk whenever possible. I have already begun to adapt to HTML 5 and CSS 3.

Being a self-taught graphic designer using the image editing program The GIMP, I have created many works, mutch of the whitch are released to the public under creative commons licensing. I am Proficient in image tuch ups, texturizing, and 2D animated sprites. While volunteering at Community Television Access of Salina I created many CGs for their television programs.

I have begun to stick my toe into the video game design world. So far I've become fairly experienced with Mapping in Valves' Source Engine, and id's Tech 3 Engine. I have also been involved with several Open Source games based around the id Tech 3 Engine.