Charles Freda ❖ (516) 652 – 1460 | charlesjfreda@gmail.com | Valley Stream, NY

OBJECTIVE

Recent B.A. graduate seeking to apply my creative experience and education to pursue my passion in creating a positive experience for people through collaboration. I love collaborating with others share ideas and learn from each other while working towards a common goal. I am looking to take advantage of my high energy, creativity, and problem-solving skills.

https://artoffreda.wixsite.com/website/portfolio

SKILLS:

Game Design: Storytelling through interactive level design, Immersive Gameplay Design, UX/UI Design, Graphic Design, Concept Art, Narrative Design,

Proficiencies: Unity, C#, Adobe Creative Suite, Proactive & Effective Communication, Adaptability to Changing Needs, Interpersonal Relationships, Customer Service

RELEVANT EXPERIENCE

Tanbii
UI/UX Intern | *April 2024 – August 2024 | Remote*

- **Collaborated** with **cross-functional teams** to understand project requirements and user needs.
- **Designed** engaging **UI & UX features** by utilizing game design principles to foster player engagement and retention.
- Assisted in the **design** of mockups, creative assets, and concept art**.**
- Conducted **product research** to ensure effective implementation of engaging game design aspects.
- **Collaborated** to create a 30-day roadmap of the narrative of the story.

Rockaway Child Care Center
Teacher's Assistant | *November 2023 – Current | Far Rockaway, NY*

- Facilitated clear and **proactive communication** to implement lesson plans aligning with director's objectives.
- **Maintained** comprehensive logs and records about individual children to ensure accurate and thorough documentation.

Castix Studio
Level Design Building Intern | Medieval Lands **|** *September 2023 – April 2024 |Remote*

- **Conceptualized and revitalized** a mysterious, underground kingdom map, aligning it with the vision, lore, and design direction for the game's Medieval Fantasy theme.
- Exercised **full creative control** while adhering to limited direction from stakeholders.
- **Utilized coding expertise** to implement background mechanics and features for the map, ensuring seamless integration within the game environment.
- **Spearheaded** bug testing initiatives, collaborating with fellow developers to identify and resolve issues promptly, leading to a polished and bug-free gameplay experience.

Video Game Design Club at Boston University
Founder & President **|** *August 2022 – May 2023 |Boston, MA*

- Performed extensive **research** to create engaging presentations, content, and activities based on key video game concepts.
- **Coordinated** and **prepared** meetings, delegated tasks, and set manageable goals on projects for members to work towards.
- **Oversaw** designers, artists, and programmers within the club, helping them with research, projects, and roadblocks.
- **Upkept** and organized crucial information such as resources, meeting plans, and project development.
- Applied **excellent communication practices** to resolve issues, exchange information, and provide project updates.

ID Tech
Online Instructor **|** *May 2021 – May 2022 |Remote*

- **Instructed** students on **interactive level design** to make engaging levels in Roblox and Minecraft.
- **Curated** an encouraging environment to motivate students to brainstorm and pursue their creative ideas.
- Followed lesson plans and guided learning manuals to ensure standardized coursework across classes.

PROJECTS

Senior Art Exhibit: Impulsive Intuition
January 2023 – May 2023 | *Boston University*

- Organized, marketed, and showcased personally created art in a studio space.
- Led discussions with visitors based on previously conducted research on art history and design.

EDUCATION:

Boston University | May 2023 | Boston, MA
Bachelor of Art, Art Major