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# Bill Garner

## Game Designer

US Army Veteran

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## EXPERIENCE

### Group Projects, CSU Chico - Game Development

AUG 2022 - DEC 2024

- [Rock Rampage](#) by **Sapphire Games**  
Lead Producer, Level Designer and 3D Artist
  - Conducted Production process using Agile Scrum with Jira
  - Designed and Tested all levels for the game
  - Created several 3D Assets
- [Can O' Magic](#) by **Artificer Intelligence** (Awarded 1st Place)  
Lead Producer and 3D Artist
  - Coordinated Trello board as Project Lead Producer
  - Published Application versions on Google Play
  - Created all environments and models for the game

## SKILLS

- Published Multiple Titles
- Preproduction experience
- Positive and Constructive Communication Skills
- Highly Organized and Detail Oriented
- Experience balancing game systems based on playtest feedback
- Experience writing GDD's and collecting reference materials
- Experience communicating ideas to developers clearly
- Firm understanding **AGILE SCRUM** development framework
- Lead Production Experience on multiple projects
- Experienced with Project Management tools: **Jira** and **Trello**

## EDUCATION

### CSU CHICO, Chico CA - Bachelor Degree (BS)

AUG 2022 - DEC 2024

Awarded Degree in Computer Animation and Game Development

## AWARDS

Excellence in Computer Graphics Awards - Game Small Team - **1st Place**