

Paul Lovejoy

paullovejoycreative.com

CONTACT

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PROFILE

College junior game design and 3D animation specialist with proficiency in a variety of innovative 2D and 3D software. Passionate about the creative freedom that games and animation bring.

EDUCATION

Bachelor of Science in Game Design & 3D Animation

Samford University
GPA: 3.9

Aug 2023 – Present

SKILLS

- 3D Animation
- UI / UX Design
- Game Programming
- Level Design
- 3D Modeling and Texturing
- Project Management

INDUSTRY RELATED

Game Design & 3D Animation

Samford University

Aug 2023 – Present

- Actively pursuing a degree in Game Design & 3D Animation with hands-on experience in industry-standard software
- Softwares include: *Autodesk Maya*, *Unreal Engine*, *Substance*, *Figma*, *Photoshop*, and *Illustrator*.
- Programming experience with Python, JavaScript.

Personal Projects

2022 – Present

- Building a variety of programming, game design, modeling, and animation projects to showcase in a portfolio.

In-Person Beta Playtester

2022

- Collaborated with the CEO of a Christian video game company to playtest an early beta version of an upcoming game.
- Provided feedback and suggested improvements aimed at enhancing user engagement and overall gameplay experience

WORK EXPERIENCE

Operations Coordinator

Sculpt B'ham

Jul 2025 – Present

- Sell and set up new memberships while leading tours with potential new members
- Handle equipment repairs and maintain overall gym cleanliness

Stocker

Publix

May 2024 – Dec 2024

- Replenished products on shelves to uphold organized stock
- Assisted with unloading and loading truck deliveries, ensuring efficient and accurate stocking operations

Team Member / Maintenance

Urban Air Adventure Park

Oct 2020 - May 2023

- Supervise all attractions and manage various repairs