

devinhunt

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objective

to create engaging graphical and interactive experiences;
an epicurean banquet for the senses.

experience

cartoon network, atlanta, georgia
developed and created mini games of a variety of genres using flash

turner broadcast system, atlanta, georgia
quality assurance team for gametap from january to august 2005.

georgia tech research institute, atlanta, georgia
built front end visualization system in C++

education

georgia institute of technology
major in computational media with an overall grade point average of 3.51 out of 4.
specializations in industrial design and computer graphics.

skills

computer systems
highly skilled in macromedia flash, fireworks and adobe illustrator, photoshop.
experienced with alais | wavefront maya. fluent in actionScript 2.0, C, C++, java,
openGL, and unreal script. comfortable with most computing environments.

graphic art
trained in industrial design and graphic art. studied at both the ID and LCC
departments at georgia tech.

activities

editor of the north avenue review 2005-2006
co-founded mediatech 2004
participated in the georgia tech imovie fest 4 years running