

# Mesha I Hylton

GAME DESIGNER



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Portfolio: [M-Idella-H.com](http://M-Idella-H.com)



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## Program Knowledge

- Unreal Engine
- Unity
- TinkerCad
- Flowlab
- RPGMaker
- Blender
- Perforce Source Control
- Adobe Photoshop

## Supportive Skills

- 2D Pixel Art
- 3D Prop Modeling
- Animation
- Gameplay Design
- Systems Design
- UX/UI Design

## Self Study

## Program Language

### Javascript



### C++



### Python



## Foreign Language

### Japanese



## Experience & Freelance Work

### BosStudios | 10/2023 –Current

At BosStudios, we educate children from grades 2 and up in Game Design and Animation using Flowlab, TinkerCad and more. In preparation for Unreal and Blender we familiarize our children with the tools to create digital worlds.

- **Owner Operator** (10/23 - Current)
  - Build a creative community with a group of 12 students a time.
  - Support students through problem-solving and designing, providing troubleshooting when needed.
  - Build strong relationships with onsite staff of partner programs, work proactively and collaboratively to resolve issues.

### Empow Studios | 03/2023 – company closure | 10/23

At Empow Studios, we educate children ages 7-15 in coding, engineering, and digital arts with a focus on fun, discovery, and building a life-long passion in STEM. Games/Levels are created using Flowlab and Minecraft exploration.

- **Junior Instructor** (03/23 - 06/23)
- **Site Director** (10/23 - 10/23)

## Freelance Work

### 3D Model & Animation | 8/22 (3 day project)

Using **Blender** I re-created and **animated** an illustrated coin into a 3D spinning coin. Used the **Composite Editor** to create the **texture** to add to the 3d cylinder model by using the **UV unwrapping** in the **Shading editor**.

### 3D Model & Animation | 7/22 (1 week project)

Using Blender I created a crane and animated it to grab and bring a card to a platform. The card was created using textures from an animated image in the Shading Editor. I added a **lightning effect** using the **Node Editor**. The crane had 3 iterations: A gold, silver and black card.

## Education

### Full Sail University | 11/24 Graduate

#### Bachelors of Science - Game Design

The curriculum in this program develops executive leadership skills and project and team-management abilities, and teaches the production methodologies and creative- and analytical-thinking skills required for game design. The Game Design Bachelor of Science degree program is designed to prepare students to qualify for entry-level industry positions in the fields of game design, quality-assurance testing, level design, game scripting, and a variety of others in the game and entertainment industries.