

# Mairo Small.

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## EDUCATIONAL EXPERIENCE

- Savannah College of Art and Design; Savannah, GA  
BFA in Interactive Design and Game Development  
Graduated with Summa Cum Laude Honors: May 2012

## SKILLS

- Languages:
  - Fluent: English and Spanish
  - Intermediate: French
- Software skills:
  - Proficient: Adobe Photoshop, Zbrush, Autodesk Maya, Microsoft Office Suite
- Other skills:
  - Drawing and Painting (with traditional and digital media)
  - Strong communication skills; able to succinctly express complex ideas.
  - Brainstorming and collaborating with others.

## EXPERIENCE

- Senior Product Tester. – Nintendo of America through Parker Staffing. July 2016 – present.
  - Started as a bilingual tester, but through use of creative ideas and deep understanding of gameplay features advanced to doing Black Box and White Box testing.
  - Communicate with developers over language barriers to explain how to reproduce bugs.
  - Created, organized, and maintained all type of documents, from templates for reports, to progression tracking spreadsheets, to guides explaining in-house tools.
  - Trained/Coached new and experienced testers in testing practices and bug finding techniques.
- Customer Experience Associate – Michael's Arts & Crafts. October 2012 – May 2016.
  - Assisted the florist in the design and creation of floral arrangements, worked in custom framing, and taught the fine art classes where I showed students the basics of acrylic painting.
- Art Director for Team Bubbles. – *Lost Faith*. January – June 2012
  - *Lost Faith* is an underwater 3D side-scroller puzzle game created with the Unreal Engine.
  - My main job was Art Director, but I also created all the lighting and ambience for the game.
- Team Mishap. - *Julia's Magnificent Mishap* and *A Course of Action*. July 2010 – December 2011
  - With a group of other SCAD students (mostly eLearning), developed two games from scratch for the Independent Game Festival. I worked mostly on character art and environments.