

Travis Ladore



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Birthday: 11.07.1997
Marital Status: Married, No children

Short Profile

I am a game design student with 2 years of Unity knowledge. I excel at gameplay prototyping and teamwork. I am proficient with Adobe creative cloud, Blender, and C# coding. I am excellent with a team and have an extensive background in customer service.

Skills

Programs: Unity – 2 years experience.

Adobe Photoshop – 7 years experience.

Adobe Premiere – 7 years experience.

Adobe Substance Painter – 1 year of experience.

Blender – 2 years of experience

C# programming – 2 years of experience

Professional Experience

06/2022 – Current

Server: Benedict Breakfast

- Responsible for handling orders and serving food/drinks.
- Responsible for handling difficult customer service situations.

04/2015 – 06/2021

Camera Operator: We Media Productions.

- Responsible for setting up equipment for action sports live-streams.
- Responsible for handling cameras in high stress situations.
- Responsible for breaking down a set and transporting production gear.

05/2014 – 04/2018

Customer Service Representative: Publix Super Markets

- Responsible for handling transactions of up to 5000 USD for Western Union
- Responsible for managing the front-end customer service desk and managing the associates that are working on the front end of the store.

Rearview Advertising

03/2016 – 04/2018

- I oversaw writing content for real estate companies and their websites.
- Needed extensive understanding of English.
- Responsible for understanding google keywords to help clients reach higher on google search.

Training

08/2021 – Current

Studying Game Design at the University of Europe for Applied Sciences. 5th semester

08/2018 – 06/2020

Studied B.A in Journalism at Kennesaw State University. 5 Semesters completed.

08/2015 – 12/2017

Studied Communications at Georgia Highlands College 4 Semesters.