




















## Mak Mendelson

### Portfolio




 [forekast.github.io](https://forekast.github.io)

 [linkedin.com/in/makmendelson](https://linkedin.com/in/makmendelson)

### Skills

-  User Interface Design
-  User Experience Design
-  User Experience Testing
-  Product Development
-  Game Development
-  **Adobe Illustrator**
-  Game Design
-  Logo Design & Branding
-  Business Cards & Stationary
-  **Adobe Photoshop**
-  Digital Painting
-  Concept Art
-  Blender 3D
-  2D & 3D Animation
-  Texturing
-  Fine Art

### Languages

-  **English**
-  Russian
-  Spanish

## Summary

I had the fortunate experience of beginning my career with the **co-founding, managing, and developing** of products at a small video game company, right out of college, for nearly four years.

I've since worked as a User Interface Designer for a government contractor, as well as an independent design contractor. I'm looking to continue building experience while further developing my skills and abilities in the **creation of easy-to-use and visually appealing UX and digital art**, or, otherwise, take part in **creative design and development** with a skilled team.

I hope to one day be well equipped enough to (re)found my own videogame company, building it upon my experiences.

## Experience

### Independent Contractor

February 2017 – Present

#### CANDA Solutions

<http://candasolutions.com/>

- Developing Wordpress-based sites, supplemented by working knowledge of HTML & CSS  
<http://freshhaystack.com/>      <http://persec.express/home/>
- Consulting on Mobile application design
- Branding design & development, to represent various Services-Offered by CANDA
- Designing of client-facing Marketing, Presentation, & Show Booth materials, Printed, Digital
- Creating form-fillable PDFs with demonstrative calculations for prospective clients
- Collaborating on the development of a online Management Dashboard application  
HTML, CSS, Javascript (along with Bootstrap & some jQuery)

### User Interface Consultant and Tester

December 2014 – June 2016

#### Buchanan & Edwards

<http://buchanan-edwards.com/>

- Consulted, generated high-fidelity mock-ups, and tested User Interfaces in the development of a Knowledge Management Tool web application for the Department of State
- Collaborated with Business Analysts to collect, define, and document client requirements
- Collaborated with Developers to determine best implementation strategies, and to ensure product is inline with current design mock-ups
- Developed Branding and Stationary
- **I have a Current DOD SECRET clearance**

### Co-Founder and Visual Artist

April 2010 – February 2014

#### Gradient Studios, LLC.

<http://www.gradientstudios.com>

- Co-founded Gradient Studios, LLC. right out of college
- Lead Artist
- **Developed Start-to-Finish, and Shipped two games of our own Intellectual Property**
- Determined and Designed aesthetics for several games
- Created UI and game assets for several games
- Created promotional material: trailer/gameplay videos, posters, booth design
- Took part in securing seed funding from Accomplice (formerly of Altas Ventures)

## Education

### Rensselaer Polytechnic Institute

2006 – 2010

[BS, Games & Simulation Arts & Sciences, Concentration in Electronic Arts](#)

### Gilman School

2002 – 2006