

# Gregory Langenhorst

I'm a tech guy with an artistic streak and strong writing skills. I've worked with hardware and software at both public and private organizations. My focus is in technical art which involves complex programming and art design.

## Contact:

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## Key Skills

Problem Solving

Teamwork

Creativity

Programming

Written  
Communication

## Tool Proficiency

C, C++, C# (esp. Unity API)

Python 3, Java, HTML/CSS

Adobe Photoshop, Illustrator,  
After Effects

Jira, Microsoft Office

Unity, Unreal, Maya, Blender

Git, Github, Perforce

Portfolio available on my website.

References available upon request.

## Education

2017 - 2021

Philadelphia, PA

### Drexel University - Westphal College of Media Arts & Design

*Bachelor of Science in Game Design & Production*

October 2019 - May 2021

Member, Entrepreneurial Games Studio

Summer 2018

STAR Scholar (Students Tackling Advanced Research)

## Professional Experience

October 2021 – February 2022

Dedham, MA

### Data Entry Specialist at Dedham Public Schools

- Organized and digitized thousands of records from physical archives
- Maintained socially distanced correspondence with team members
- Utilized both Adobe Acrobat and proprietary internal tools

April 2020 – September 2020

Philadelphia, PA

### QA & Programming Intern at PHL Collective

- Performed extensive quality assurance testing for multi-platform game releases
- Used Jira and Trello daily to report bugs and receive task allocation
- Created Unity tools to automate importing meshes for the art team

September 2020 – June 2021

Philadelphia, PA

### Program Assistant at Entrepreneurial Games Studio

- Ran digital weekly meetings for Drexel University's student game developers during the height of the COVID pandemic
- Contacted games industry professionals and coordinated talks at EGS
- Maintained EGS website and managed roster of students and alumni