



Melanie Markham

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objective

An entry-level position in a field relating to graphic design.

experience

VICARIOUS VISIONS

Game Tester, April-July 2010

Located bugs within video games.

Wrote bug reports and followed up on previously reported issues.

Worked both on an individual basis and as part of a team.

EASING THE QUIET CRISIS

Intern, May-August 2008

Participated in the design and development of a documentary film.

Designed logo for the project.

CREATIVE WRITING WORKSHOP, Summer at Rensselaer

Student Coordinator / Graphic Designer, May-August 2008

Developed exercises and designed graphic worksheets for use in summer workshops for elementary and high-school students.

Assisted with instruction and guidance of students during workshops.

Designed workbook for future workshops.

RETAIL POSITIONS

Borders Books and Music, Colonie, May-August 2007

Target, Latham, May-September 2006 and June-September 2005

Kmart, Latham, June-October 2004

skills

Adobe Creative Suite: Photoshop, InDesign, Illustrator, Dreamweaver

Microsoft Office

Programming Languages: HTML, CSS, C++, Java

education

RENSSELAER POLYTECHNIC INSTITUTE, 110 8th St., Troy, NY, 2009

Electronic Media, Arts, and Communications: Graphic Design

Minor: Computer Science

GPA: 3.76

Dean's List, all semesters

Relevant coursework includes Graphic Design for Corporate Identity, Typography, Advanced Typography, Color Theory, Visual Literacy, Information Design, Visual Design, Interface Design, Web Science, Human-Computer Interaction, Writing for the WWW

SHAKER HIGH SCHOOL, 445 Watervliet-Shaker Rd., Latham, NY, 2005

Received Advanced Regents Scientific Diploma with High Honors

GPA: 95%

Graduated top ten percent in class of 489