

Hailey Sheppard



CONTACTS

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in [Hailey Sheppard](#)

[Portfolio](#)

EDUCATION

Quinnipiac University

Bachelor of Arts and Sciences: Game design & development

SKILLS

- Organization
- Team Management
- Maya (1 year)
- HMTL CSS (1 year)
- Piskel (2 years)
- Unity (1 year)
- Photoshop (3 years)
- Procreate (4 years)
- Javascript (1 year)
- Excel (2 years)

COURSE EXPERIENCE

The classes I have taken at Quinnipiac include a Maya focused class, numerous Unity focused classes, a photoshop class, a javascript class and a tabletop role playing class

ABOUT ME

Current a game design and development student at Quinnipiac University with a strong academic background. In my free time I volunteer at my local animal rescue.

Games

-Hero's Journey

I worked as the team leader for this project. I also worked as the lead artist. I was in charge of most of the art in the game and would help others in the team with their art issues. We made this game using Unity's 2d engine and used piskel to make all the sprites.

Sprite Work from the game:

