

BEN GEORGOFF

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EDUCATION

B.F.A. Collaborative Design
Kendall College of Art and Design,
Class of 2016

Digital Media Minor
USER EXPERIENCE
FILM, INTERACTIVE

B.S. Sustainable Business
Aquinas College, non-graduated 2011-12

CLUBS

VICE PRESIDENT, Aquinas SIFE, 2011
EVENT FACILITATOR, Aquinas Programing, 2012
FOUNDING MEMBER, Aquinas Zero-Waste, 2012
DESIGN ADVOCATE, GVSU CEO Club, 2013

CONFERENCES

TED^X Grand Rapids 2012, 2013
TED^X Macatawa 2013, 2014
TED^X Detroit 2013
Midwest UX 2013 Design Scholar

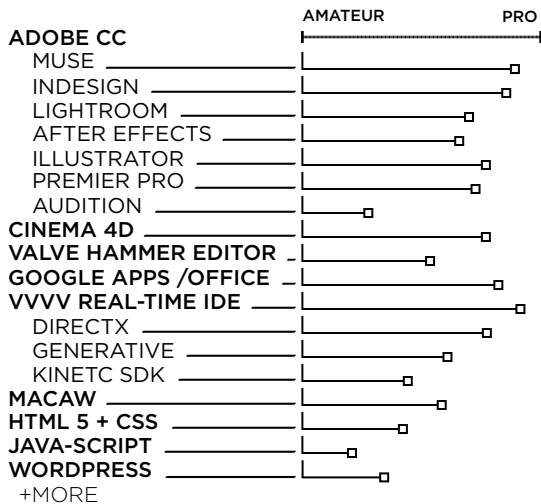
COMPETITIONS

TEAM LEAD, WEGE PRIZE, Third Place 2013
FINALIST, Mythology Merit Symposium 2014

TRAINING

MANAGEMENT TRAINING,
iD Tech Camps, Lake Forrest College 2015
INSTRUCTOR TRAINING,
iD Tech Camps, Lake Forrest College 2013

SOFTWARE



LEGACY EFFECTS

Technician
Fayetteville, Georgia, - Spring 2017 to Present (day play)
> Avengers Infinity War
> Advanced Costuming Department
> Provide and handle on-set reference material for VFX teams
> Adapt to the fluid pace of production

iD TECH CAMPS

Assistant Director
University of Michigan, Ann Arbor - Summer 2015
> Largest computer camp in Michigan
> Split managerial duties with the Director
> Lead a team of 13 Instructors & Staff
> High national location satisfaction scores
> Logged and distributed medication daily
> Organized, planned, and lead programming
> Resolved an array of customer service issues
> Purchased camp materials adhering to a budget
> Gave several speeches a week, planned staff meetings

BETA Camp Instructor
Santa Clara, California - Spring 2015

> Taught:
> Web Design and Photography with Adobe Muse, Lightroom, Photoshop, & DSLR photography, Ages 10-12 & 13-18
> Traveled to California to participate in preseason test camp
> Logged detailed user experience feedback
> Invited to discuss my viewpoint with upper management
> Met with curriculum developer to suggest improvements

Overnight Instructor

University of Michigan, Ann Arbor - Summer 2013
> Taught:
> Game Design for iPhone & iPad, Game Salad, Ages 10-12
> 3D Level Design with Valve Hammer Editor, Portal 2 & TF2, Ages 13-18
> Advanced Web Design, Adobe Dreamweaver, HTML5, & CSS3, Ages 13-18
> Modified curriculum to reach students with various learning differences
> Developed supplementary blended learning tools with gamified objectives

ART PRIZE

Summer Design Intern
Grand Rapids, Michigan - Summer 2014
> The "most-attended public art event on the planet"
> Designed the Art Club brochure
> Designed various web graphics
> Designed a promotional insert for Edward Jones

YOUTH of UNITY

Regional Officer of Communication
Great Lakes Region, 9 Midwestern States + Canada - 2010 to 2011
> Planned & hosted 7 days of teen mindfulness retreats
> Collaborated with a co-officer & regional consultant
> Elected into office by 200 of my peers
> Prepared and delivered approx 14 hours of speeches & stage material
> Flew several times to participate in comprehensive planning meetings
> Created a hosted archive of past organizational assets
> Developed curriculum for facilitated small groups
> Responsible for weekly blog posts
> Booked entertainment for retreats
> Administrated a SharePoint server