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JAMIII

JOHNNY A. MOSCATI III

Illustrator & Game Designer

I am a graduate of Daemen College with a major in Illustration & Visual Communication, a minor in Computer Science, and additional education in game design and business management. My senior thesis was on character and concept design, as well as pixel art as a medium. I am an Eagle Scout, I've participated in multiple game jams, and in 2020 I was the illustrator on a team that won an ENNIE award for their tabletop role-playing project. I enjoy what I do most when I'm working within a system of thought-out criteria; therefore, the works I consider my best are the ones that were as much a solution to a creative problem as they were a piece of art. Since graduation, I've been working solo—designing, playtesting, and illustrating my own board games, which are currently unpublished.

Education

Daemen College

Bachelor of Arts Degree

Majored in Illustration & Visual Communication

Minored in Computer Science

2014 – 2021

Skills

- Creative Problem Solving
- Customer Service & Transactions
- Clear Communication & Quality Assurance
- Teamwork
- Management & Leadership

Experience

Activities (Fishing) Director

Camp Scouthaven / *Freedom, NY*

2011 – 2015

- Instructed Cub Scouts between the ages of 6 to 10 on how to fish. Often it was their first time, and despite that not a single injury ever occurred on my watch in the 5 years I held the position. Drove a pontoon boat, performed as a costumed character in skits and ceremonies, designed group recreational activities outside of the fishing program, organized both inventory and sales on the fishing dock, and worked as a manager to multiple Fishing Assistants.

Awards

Judges' Spotlight ENNIE Award

Refractions of Glasston / *Call of Cthulhu*

2020

Software Skills

- Adobe Suite (Photoshop, Illustrator, InDesign)
- Autodesk (Sketchbook, AutoCAD, 3ds Max)
- Programming Languages (Python, C#, C++)
- Microsoft Office (Word, Excel, PowerPoint)
- Blender
- GitHub