

# Cicada Carpenter

Art, Technology, and  
Education

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## Contact Information

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## Summary

Passionate, flexible professional with strong leadership skills. Quick to learn new skills and receptive to feedback, demonstrated over five years of experience in the art, technology, and education fields. Works well under pressure, and has experience working remotely.

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## Skills

- Skilled knowledge of Blender to create low-poly 3D models for games and animation.
- Advanced skills with Adobe Photoshop and Illustrator, and Microsoft Word, Powerpoint, and Excel; as well as similar programs such as GIMP, Inkscape, Aseprite, and Procreate.
- Fluent in Java, C++, Python, CSS, and Arduino programming languages. Skilled with Godot and Unity for game development.
- Adept at using and troubleshooting Windows, Mac OS, Linux, Raspberry Pi, and Arduino computers.
- Proficient skills using and repairing workshop machinery, especially 3D printers and laser cutters.
- Three years of experience working with children and teens ages 5-18 in educational settings.

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## Experience

### Shadybug / Freelance Artist (Self-Employed)

AUGUST 2020 - PRESENT, LAKEWOOD COLORADO

Communicated directly with clients to create custom artworks, both 3D and 2D. Modeled, textured, rigged, and animated 3D character and prop models for clients. Designed and digitally painted 2D artworks. Created and maintained a portfolio website, terms of service, and commission forms for client ease. Marketed artworks on social media.

### Scholars Unlimited / Instructor

OCTOBER 2019 - JULY 2020, LAKEWOOD COLORADO

Taught after-school classes of up to 17 elementary school children, and remote summer camps of up to 8 children. Created and taught curriculums centering Ozobots, Scratch, and board game design, and taught a curriculum centering Purple Mash to introduce children to robotics, programming, and game design. Successfully managed time, lessons, and classrooms with little oversight. Engaged students over both Google Meet and Zoom.

### CU Science Discovery / Lecturer (seasonal, summer)

Via University of Colorado Boulder

MAY 2018 - AUGUST 2019, BOULDER COLORADO

Devised a lesson plan for and taught a full-day board game design class. Managed a classroom with 3D printers, Silhouette vinyl cutters, Dell laptops, and various craft supplies. Also assisted with other classes using Sparkfun Redbot, Sphero, Thunkable, Minecraft: Education Edition, LEGO EV3, Ozo, Cubelets, and Dash.

### **BTU Lab / Lab Assistant**

Via University of Colorado Boulder

APRIL 2017 - MAY 2019, BOULDER COLORADO

Cleaned, organized, and maintained a laboratory and its equipment. Organized and hosted events. Designed, printed, and hung posters. Taught others art- and technology-related skills, and assisted them with their projects. Fostered a productive work environment individually, with little direction.

### **Build a Better Book / 3D Printer Manager**

Via University of Colorado Boulder

OCTOBER 2018 - MAY 2019, BOULDER COLORADO

Repaired, maintained, and oversaw the use of several 3D printers in a lab setting. Checked 3D models for quality and refined before printing.

### **Arvada Center for the Arts and Humanities / Summer Teaching and Technology Assistant**

JUNE 2017 - AUGUST 2017, ARVADA COLORADO

Used and repaired Macbooks, Windows computers, 3D printers, and regular printers. Aided with various children's (5-14) summer classes, including: 3D Printing; Glitch Art; Writing and Illustration; and Digital Movie Making.

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## **Projects**

Titles link to their respective portfolio pages.

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### **[1365](#) / Video Game**

APRIL 2016 - MAY 2019

Solo project. Created all graphics, code, music, sound effects, and writing in Mini2Dx, and later Godot. Researched and implemented accessibility features.

### **[The Telling Board](#) / Research Project**

FEBRUARY 2018 - APRIL 2018

Group project. Designed and drew 52 modular story cards for children to use for communication. Incorporated accessibility into the design process.

### **[Lavender Hollow](#) / Video Game**

OCTOBER 2019 - PRESENT

Solo project. Created all graphics, models, code, and writing in Godot.

### **[At The Garden's End](#) / Comic**

JUNE 2020 - PRESENT

Solo project. Designed characters and environment, wrote a script, and painted comic pages.

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## **Education**

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### **University of Colorado Boulder / Technology, Arts, and Media**

Minor in Computer Science

AUGUST 2016 - MAY 2019, BOULDER COLORADO

Completed 58 credits. Courses include: Design Foundations; Interactive Machine Learning; Computer Science as a Field of Work and Study; and Meaning of Information Technology.