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Mario Notaro

Education

- **Centre NAD** - Design and digital arts for video games **2007**
 - Team lead for 10 person mod project
 - Specialization in level design
- **Western Washington University**, Bellingham, WA - **1999-2004**
 - B.S., Engineering Technology – Vehicle Design.
 - 18 months as computer science major.

Work Experience

- Zig Zag Hotshot Crew, Zig Zag, OR **Summers 2005-2006**

Senior Lead Forest Firefighter

- Promoted to position with leadership responsibilities on elite, twenty person, national fire crew
- Received special commendation on multiple occasions from division supervisors.
- Worked in high-stress, fast-paced, dynamic situations for extended periods
- Worked under extremely high work loads, working sixteen hours per day, for two weeks straight per tour
- Fought fire in many different environments across the western United States

- Lakeview Helitack Crew, Lakeview, OR **Summers 2003-2004**

Helicopter Fire Crew Member

- Fought fires all along the west coast as part of a 10 person crew.
- Certified as a squad leader.

- Rithums Apparel, Bellingham, WA **2002-2004**

Graphic Designer / Co-Owner

- Created new apparel line from scratch
- Worked on design, advertising, production planning, business planning
- Posted profit in first two years of business

- Methow Valley Fire Crew, Winthrop, WA **Summers 1999–2002**

Fire Crew Member

- Fought fires locally and across the Pacific Northwest as part of a 15 person crew.

Software
Knowledge

- Hammer World Editor (Source Engine) – Advanced
- 3D Studio Max – Intermediate
- Photoshop – Intermediate
- MS Word – Basic
- MS Excel – Basic
- C++ - Basic Knowledge
- Pro Engineer – Basic
- I.D.E.A.S. - Basic

Interests

- Gaming (RPG, strategy, and first person shooters), 3d design, music, languages, reading, basketball, snowboarding, running, hiking, mountain biking.

Other Skills

- Touch Typist