

Objective: To craft aesthetically stunning 3D characters and assets for next-gen games.

Summary of Qualifications:

- 5 years extensive experience with 3D modeling and character creation.
- Strong traditional art background in drawing and painting.
- Excellent verbal communication.
- Dedicated to getting the job done effectively and efficiently.
- Diverse technical knowledge and excellent troubleshooting skills.

Experience:

2008 – Present **Savannah College of Art and Design – Savannah, GA**

Level I systems support

- Daily hardware & software support in lab/classrooms of approx. 600 PCs.
- Participated in management and delegation of Work-study technicians.
- Wrote custom application distribution script for PCs.
- Wrote numerous scripts for computer maintenance and custom installs.

2005 – 2007 **Equity Studios – Sturgis, MI**

Video editing & animation internship

- Created 2D animations using Flash.
- Composed menu layouts for Interactive DVD videos.
- Minor video editing and compositing in After Effects.

2006 - 2007 **Hugh and Monica Kuchta – Otsego, MI**

Graphic Artist

- Created transparency cutouts of scanned 2D images.
- Composed 2D layouts and designs based on non-digital roughs.
- Basic Photoshop tutoring.

Projects:

Spring 2010 **Savannah College of Art & Design – Savannah, GA**

Art Director, Rift Mod for Unreal engine (PC)

- Responsible for art/style direction for Rift team.
- Concepted, modeled and textured scientist character in 3.5 weeks.
- Modeled and textured numerous environment assets.
- Set-dressed approx. 30% of Rift's outdoor environment.

Fall 2009 **Savannah College of Art & Design – Savannah, GA**

High definition Game Model

- Concepted, modeled, textured & rigged Lich King character in 8 weeks.
- Modeled within 15k triangle budget.

Education:

2008 – Present **Savannah College of Art & Design – Savannah, GA**

BFA in Game Design

- Expected graduation May 2010
- GPA 4.0 (A=4)

Software Skills: 3D studio Max, Zbrush, Maya, Photoshop, Painter, Illustrator, Flash, After Effects, UDK.

References available on request.