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## **3D Character and Prop Artist**

### **Objective**

To obtain a position as an entry level 3D Artist position in a game development studio

### **Education**

The Art Institute of Phoenix

June, 2009

Bachelor of Arts, Game Art and Design

### **Skills and Qualifications**

I have experience taking characters and props from concepts to completion using 3D and texturing utilities. I work best in collaborative efforts with a group to realize and expand a creative vision. I have a knack for matching concepts and bringing out character and personality from their concepts. Programs I use for my art include:

- 1 3ds Max
- 2 Maya
- 3 Photoshop
- 4 ZBrush

### **Affiliations**

**SGDA – Student Game Developer’s Association**

May, 2007 – June, 2009

A collective of Game Art and Design students at the Art Institute of Phoenix dedicated to helping each other not only better their skills but also to find gainful employment in the games industry. I have experience as Team Leader, Concept Artist, Character Modeler, Prop Modeler, Texture Artist, Game Designer, and Art Director for several Student Game Development Projects for 72 hour prototyping “Game Jam” events.

### **Employment History and Experience**

**Website Management Assistant**

January, 2004 – June, 2004

Pikes Peak Community College, Colorado Springs, CO

Responsibilities include managing files and school website design and construction.

**Computer Lab Assistant**

July, 2004 – December, 2004

Pikes Peak Community College, Colorado Springs, CO

Responsibilities included secretarial work and managing user login information.