



3D Studios.com

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Character Modeler & Texture Artist

Software:

- Maya:** Modeling, Texturing, Rigging, Animation
- Photoshop:** Image Manipulation, Painting, Texture Creation
- ZBrush2:** Sculpting, Normal Map Generation
- 3DS Max:** Modeling, Texturing

Experience:

- (2002-2003) Game Development Intern**
Full Sail Real World Education - Winter Park, FL
-Created game assets for student final projects

Related Work:

- (2005) Software Test Engineer for Microsoft client**
VMC - Redmond, WA
-Tested unreleased Xbox 360 games for compliance.
-Reported bugs to testing lead
- (2005) Game Tester for DreamWorks client**
Game Instinct - Redmond, WA
-Performed AD-HOC testing on multi-platform action title.

Freelance:

- (2008) Artist**
NYS Parks Authority - Buffalo, NY
- (2006) 3D Artist**
3C Multimedia - Buffalo, NY
- (2002-2003) Texture Artist**
Adventures of Middle Earth - NWN Module

Education:

- (2002-2003) Associate of Science In Computer Animation**
Full Sail Real World Education - Winter Park, FL
-Worked under tight deadlines to create content
-Quickly learned use Maya and Photoshop
- (1998-2001) High School Diploma, Major In Technology**
Kenmore East High School - Tonawanda, NY
-Achieved 5 Unit Major Sequence in Technology