

Objective To obtain an entry-level position as a Jr. Environment Artist in the gaming industry

Skills

- High/Low poly environment and prop modeling
- UV mapping, texture painting, and normal map generation
- Level design, lighting, camera techniques, and interface design
- Traditional art foundation
- Excellent written & verbal communication skills

Software

Maya	Photoshop	Unreal Editor
3Ds Max	After Effects	CrazyBump
Zbrush	Flash	DevTest
		Bugzilla
		Office

Education

Bachelor of Science, Game Art and Design, September, 2007
The Art Institute of California-San Francisco, San Francisco, CA

Experience

02/09 – Present

2K Marin – Novato, CA

“BioShock 2”

QA Analyst

- Worked as part of internal QA team to ensure stability of game build (Single/Multiplayer; Platforms: Xbox 360, PS3, PC)
- Ensured stability of tools (UnrealEd) for use by development team
- Worked directly with development team to isolate issues and verify fixes
- Assisted with tasks as requested by engineering, level design, art, audio, and P/D departments
- Created and uploaded ISOs for external QA teams
- Helped manage TestTrackPro database

03/08 – 09/08

Electronic Arts – Redwood City, CA

“Rock Band 2”, “Rock Band Track Pack Vol. 1”, “AC/DC LIVE: Rock Band Track Pack”

Online Tester

- Identified and isolated defects in pre-release software
- Ran test suites, including network connection tests
- Reported and tracked issues in bug tracking system
- Verified fixes and performed regression testing

Projects/Mods

01/07 – 06/07

The Art Institute of California-San Francisco

“TABCIS”, 8 person team

Modeler, Scripter

- Modeled low and high poly assets for sci-fi game prototype for Doom 3 Engine
- Used high poly models to generate normal maps
- Scripted attacks for Mini-Boss Character

07/06 - 12/06

“Soulbound”, 11 person team

Lead Designer, Writing Editor, Modeler, Texture Artist

- Worked with designers on gameplay design of mythological adventure game for Unreal Engine
- Organized team’s artwork and writings weekly and compiled them into design document
- Served as writer and editor for game document
- Modeled, unwrapped, and textured environment assets based on Egyptian themed concept art

04/06 – 09/06

“Brimstone Alley”, 3 person team

Modeler, Texture Artist

- Collaborated on design of 1920’s city in hell game prototype for Unreal Engine
- Designed, modeled, and textured environment props for streets, store facades, warehouse, and dock areas
- Painted terrain textures inside game engine