

**Jared Skold**  
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**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	TestTrack
3Ds Max	After Effects	DevTest
Zbrush	Flash	Bugzilla
Unreal Editor 3	Perforce	
CrazyBump	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”, “XCOM”

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 3) 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, Environment 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

Environment 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