**Game Artist (First name Last name)**

Address, City, ST zipcode ◊ Email; phone

Link to portfolio

*3D Animator, Creative, Collaborative, Team-focused*

**Software**

3D Studio Max

Maya

Xnormal

CrazyBump

Flash

Zbrush

Mudbox

PhotoShop

Illustrator

**Creative Summary**

Hard surface high and low polygon modeling

Digital sculpting

Ability to create diffuse, normal, specular, and emissive textures

Knowledge of Agile production cycle

Intermediate proficiency with UDK asset pipeline, lighting, shader networks, and level creation

Experience creating billboards in a 3D world

**Personal Qualifications**

Comfortable presenting to groups

Big picture conceptualizer and attentive to details

Proven leadership skills; mentor to classmates

Flexible and adaptable to emerging trends and priorities

Excellent work ethic as evidenced through employment history

**Game Projects**

*Princess in Distress*, Spring 2012

Concept Artist on a children’s action game where the players interact through an ancient language to save a young princess from a ruthless ruler. Currently testing this game with a pilot group of 10 eight year old girls. Used …name tools. Collaborated within a team of six for three months.

*Veggie Vengeance*, Fall 2011

Lead Artist on an educational Flash-based game created to help children learn nutrition. A myriad of choices, each growing more complex, help teach children the benefits of a plant-based diet. Created for health department of local elementary school. Team consisted of three. Link here.

*Train the Doctor*, Summer 2011

Environment Artist on a platformer made in Flash CS3, a simulation game that was demonstrated to a group of health professionals seeking training material ideas. State the outcome or link to the game here.

**Additional Experience**

Emagination, Boston, MA

3D Art Teacher and Camp Counselor, Summers 2011, 2012

Taught 3D basics to 20 campers ranging in age from 12-15 at a technology summer camp. Lived on the campus of Boston Tech College and interacted with professionals from all over the country.

**Education**

Champlain College, Burlington, VT

Pursuing Bachelor’s in Game Art and Animation, Expected completion 2013

Studied in Montreal, Canada during full junior year

Member and participant of the FIREHOSE Club (For Improving and Recognizing Emergent Human Open Source Endeavors) and the Champlain College Student Government Association

Won third place in Zbrush competition at the Montreal International Game Summit, 2011