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Objective:

To attain a job as a Game Designer using my knowledge of game design techniques and procedures. To be part of a team working towards the goal of producing a top rated game.

Skills:

Include but not limited to:

- Strong Organizational, analytical and project management skills.
- Photo manipulation, painting, and texturing in Adobe Photoshop, Illustrator, and Corel Painter X.
- Interface design and animation in Flash.
- Level design, asset/sound importation and scripting in Unreal editor.
- Video and sound editing in Adobe Premier Pro, After Effects and Sony Vegas
- Web editing in Adobe Dreamweaver
- Modeling, unwrapping, and exporting in Autodesk Maya and 3Ds Max

Education History:

<i>Completion Date</i>	<i>Issuing Institution</i>	<i>Degree Received</i>	<i>Course of Study</i>
9/22/2006	Art Institute of California - San Francisco	Bachelor's Degree	Game Art & Design

Related Experience:

Jan - Jun 2006	“Research Ship” A class project in a group of three made in Unreal 2004. The level is based on a research ship out to sea in a mild storm. My work included modeling, texturing, lighting, ambient sound, and the importing and placement of assets.
Oct-Dec 2005	“Shattered Rails” A project created in a group of four and made in Unreal 2004. The level is based on a San Francisco BART station that was hit by an alien spacecraft. My work included mainly included modeling and the importing and placement of assets.

Affiliations: International Game Developers Association IGDA

Volunteer: Volunteer work during the Digital Independence Conference

Honors: Art Institute Dean's List in Winter 2004