

# SAM SMITH

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## RECENT GRADUATE SEEKING ENTRY-LEVEL POSITION AS A VIDEO GAME ART DESIGNER

### SUMMARY OF SKILLS

An innovative, self-motivated, and collaborative Game Design graduate contributing a passion for excellence, contagious enthusiasm, formal education, and a life-long love of computer animation and graphics. Quick learner with the ability to easily grasp, apply, and present new ideas, manage multiple responsibilities simultaneously, proactively resolve issues, and consistently meet and exceed established goals and objectives under fast-paced, high-volume, time-sensitive conditions. Team-player demonstrating a high-level of accuracy and thoroughness. Recognized for capacity to thrive in both independent and shared work environments and interact effectively with all levels of support staff and management. Flexible in accepting assignments and responsibility and committed to ongoing continuing education and professional development. Superior analytical, trouble-shooting, critical-thinking, and problem-solving skills. Strong written, oral, and technical aptitude. Proficient in IBM compatible and Apple Macintosh computers. Willing and available to relocate immediately.

### KEY STRENGTHS

- *3D Modeling*
- *Concept Design/Development*
- *Research & Analysis*
- *Illustration/Story Boarding*
- *Vector Object Drawing*
- *Customer Service/Support*
- *Movies/Real-Time Presentations*
- *Drawing Interpretation/Analysis*
- *Time/Deadline Management*

### EDUCATION

#### Bachelor of Fine Arts Degree in Video Game Art Design

Art Institute of Los Angeles, Los Angeles, California; Graduated: September 2010

#### Associate of Science Degree in Video Game Design

Long Beach University, Long Beach, California; Graduated: August 2007

### RELEVANT CURRICULUM/COURSEWORK

- 2D Animation • 2D Illustration and Image Editing • 3D Animation • 3D Studio Max • Advanced 3D Animation
  - Advanced 3D Modeling I & II • Advanced Game Prototyping • Advanced Level Design • Aesthetics
  - Animation 1: Performance • Animation 2: Facial Expression • Animation Layout and Scene Design
- Animation Theory • Applied Game Design • Audio for Interactive • C++ Programming 1 & 2 • Character Rigging
  - Clothed Figure Drawing • Computer Modeling 1, 2 & 3 • Creative Writing • Designing for Interior Spaces
  - Digital Photography • Drawing and Perspective • Figure Drawing • Figure Sculpting • Game Concepts
    - Game Design and Game Play • Game Modeling • Graphics Programming • Image Manipulation
  - Interactive Game Prototyping • Intro to 3D Computer Animation • Intro to Anatomy and Physiology
  - Intro to Authoring • Intro to Design • Java Programming 1 & 2 • Layout and Composition • Level Design
  - Low Polygon Modeling and Animation • Maquette Construction • Performance and Story Development
- Photo Editing and Manipulation • Principles of Design 1 & 2 • Revisualization: Story Board • Survey of Media and Design
  - Team Production 1 & 2 • Texture 1: Material and Lighting • Texture 2: Shading Networks • Typography

### SOFTWARE KNOWLEDGE

- *3DS Max 2010*
- *Microsoft Office*
- *Maya 2010*
- *Open Office.org*
- *Adobe Creative Suite*
- *Illustrator*
- *Unreal 3 Level Editor*
- *Mudbox*

### PROFESSIONAL CHRONOLOGY

ABC Company  
Sales Associate

Any Town, USA

Jul. 2006 - Present

*References Furnished Upon Request*