

Joshua Glass

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Objective:

To obtain a modeling position that will help me gain vital experience working in the Game Industry. I want to be able to show people that I am a talented individual who is constantly learning, evolving and always ready for new and exciting challenges.

Education:**Art Institute of Pittsburgh**

Bachelor of Science in Game Art and Design

Recognition: Perfect Attendance

Dec. 13, 2008

3.0 GPA

Smithville High School

June 4, 2004

Related Courses:

Advanced Game Production

Advanced Level Design

Advanced 3D Modeling

Low Poly Modeling

Advanced Character Animation

Game Prototyping

Computer Skills:

Autodesk 3ds Max

Photoshop

ZBrush

Unreal Editor

Adobe Premiere

Blender

Dreamweaver

Game Maker

Powerpoint

Word

Excel

Work Experience:**Regal Entertainment Group**

4335 Glencoe Ave. Marina del Ray, CA

Floor Staff

Sept 2010 – Present

Art Institute of Pittsburgh

420 Boulevard of the Allies Pittsburgh, PA

Math Tutor

June 2006 – June 2007

Hawkin's Cafeteria

2053 Portage Rd. Wooster, OH

Laborer

Oct 2001 – June 2004

Production Experience:**All or Nothing Games***Fall To Pieces*

Environment Artist

Created props and environment assets for a multi-platform RPG game.

Aug 2010 – Present

Game Production class (Art Institute of Pittsburgh)*Dyno.sour*

Design Lead

In charge of creating props and level layout in a driven interactive environment for a theater experience in the Carnegie Museum of Natural History.

Sept 2008 – Dec 2008

References:**Tony Yruegas**

ayruegas@gmail.com

High Impact Games

(412) 398-7965

Gabe Sabourin

aip@gabesabourin.com

The Art Institute/Schell Games

(412) 848-2681

Nicholas McClay

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Sim Ops Studios

(740) 525-4916