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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:**

Smithville High School	June 4, 2004
Art Institute of Pittsburgh	Dec. 13, 2008
Bachelor of Science in Game Art and Design	3.0 GPA
Recognition: Perfect Attendance	

### **Related Courses:**

Advanced Game Production	Low Poly Modeling
Advanced Level Design	Advanced Character Animation
Advanced 3D Modeling	Game Prototyping

### **Computer Skills:**

Autodesk 3ds Max	Adobe Premiere	Powerpoint
Photoshop	Game Maker	Word
ZBrush	Dreamweaver	Excel
Unreal Editor		

### **Work Experience:**

Art Institute of Pittsburgh 420 Boulevard of the Allies Pittsburgh, PA	June 2006 – June 2007
Math Tutor Hawkin's Cafeteria 2053 Portage Rd. Wooster, OH	Oct 2001 – June 2004
Laborer	

### **Production Experience:**

Game Production class (Art Institute of Pittsburgh)	
Dyno.sour	Fall 2008
Design Lead	
In charge of creating props and level layout for a driven interactive environment for a theater experience in the Carnegie Museum of Natural History.	

### **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 Nikkio101@hotmail.com	Sim Ops Studios (740) 525-4916