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| nt Objective To get started at this position immediately and be a hard-working member of your team. Skills Modeling   * 3ds Max * Maya   Texturing   * Substance Painter   Engines   * Unity 4 * Unreal Engine 4 * Amazon Lumberyard   Misc.   * Adobe Photoshop * Adobe Premiere | |  | | --- | | Nick TweedGame Artist – Game Designer nicktweed.squarespace.com |  ExperienceArt Lead • Gigablast VR • Monster Vault • January 26th, 2018 – January 28th, 2018 My team and I created this for the Global Game Jam this year. We won best overall game at our University and plan on releasing the game publicly, in July 2018 ARt Lead • Call Center Simulator VR • Monster VAult • May 8th, 2017 – January 5th 2018 I started out as an Environment/Prop Artist and improved my skills throughout the Summer semester. In this current semester I’m the Art Lead. I’ve made numerous assets for the game that were in line with our style and quality guide and I’ve taken a leadership role in the team. Bachelors EducationBachelor of Arts • 2018 • University of Advancing Technology  * Game Art and Animation * Game Design * Virtual Reality * Dean’s List for 8 months consecutively |