

FLASHPOINT CHICAGO

A CAMPUS OF COLUMBIA COLLEGE HOLLYWOOD

TARGETING YOUR RÉSUMÉ

Employers may receive hundreds of résumés for one single position, so it is crucial that you target your résumé for each job to which you apply to. Don't make the mistake of submitting an identical résumé with every application, especially for different roles or companies. It is very important that you think of this document as a template that you can alter to meet the following:

ROLE MATCH: First, you want the hiring manager to recognize you as a match. Give your résumé a focus with a title that contains the exact same Target Job Title from the job posting.

SKILL MATCH: The Skills or Qualifications Section can house the abilities and expertise that were listed as requirements in the job posting.

VALUE MATCH: Directly relate what you offer and what problems you solve to the company's particular needs and list it in your bulleted description of responsibilities/duties under each position you've held.

MATCHING THE JOB POSTING:

Now, how do you put all of this into action? Let's follow a few steps to improve your résumé so it will hit the bull's-eye of the next job you apply to.

1. Find a job posting you're interested in. Print it out or paste it into a document on your computer.
2. Highlight what will become your resume's Target Job Title, Skills, and Summary of Qualifications sections.
3. Give your résumé a headline with the target job title. Use the exact title from the ad.
4. Add core competencies to match keywords in the job posting. List your relevant skills, abilities and expertise.
5. Match what you have to offer with the employer's advertised needs. Share accomplishments or work experiences in the Summary of Qualifications or Skills section of your résumé. Ask yourself, "What kinds of problems does this employer face?" From an employer's perspective, the most important part of a work experience story is the result of the action you took or the challenge you faced. If you need help understanding what these challenges are, ask people in your network or Career Services, look for more information online or have an informational interview with someone in the industry.
6. Add any other relevant projects or results to your Professional Experience section. Use the space in your Work History section if your Summary of Qualifications or Skills section is getting too long.

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SAMPLE JOB POSTING

Lead 3D Artist

Job Details

We are a venture backed, Mobile Gaming Start-Up, located in the Burlingame area. With \$20 million in funding, we are poised to be one of the best, and in order to be the best, we need to hire the best! So come join our Mobile Gaming revolution.

Top Reasons to Work with Us

- Top PAY!
- Equity
- Casual environment

What You Will Be Doing

- Lead an internal 3D art team with the [Art Director](#)
- [Collaborate](#) closely with a team of Developers and other Designers and [Writers](#) to create beautiful [mobile games](#)
- Create [high quality in-game assets](#)
- [Create Models, Textures, Rigs, Animations](#) and FX assets [for use in the Unity engine](#)
- Guide the [3D](#) and [2D asset](#) production workflow from creation to implementation

What You Need for this Position

- 3+ years of Mobile Gaming experience
- Expert knowledge of popular software packages including 3DS Max/[Maya](#), [Unity](#), [Cinema 4D](#), [After Effects](#) and Photoshop
- [Strong ability to create high-poly and low-poly models](#)
- Expert [experience](#) importing and [troubleshooting assets in Unity](#)

So, if you are a Lead 3D Artist with Mobile Gaming experience, please apply today!

Applicants must be authorized to work in the U.S.

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DAVE MATTHEWS

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Lead 3D Artist

ROLE MATCH: First, you want the hiring manager to recognize you as a match. Give your résumé a focus with a title that contains the exact same Job Title from the job posting.

EDUCATION

Flashpoint Chicago, Chicago, IL

May 2015

Associate of Applied Science Degree, Animation & VFX

Indiana University, Bloomington, IN

December 2012

Bachelors of Science in Communication from The Media School Emphasis on Digital Media & Video Game Design (Summa Cum Laude)

SKILLS

Software: Pixologic ZBrush, Maya, Photoshop, After Effects, Illustrator, Houdini, Flash, Cinema 4D, Unity, MS Office

SKILL MATCH: A Skills or Qualifications Section can house the abilities and expertise that were listed as requirements in the job posting.

Other: Ability to create high-poly and low-poly models, experience troubleshooting

assets in Unity, proficient in Conversational Spanish, PC and Mac Literate, Public Speaking.

PROFESSIONAL EXPERIENCE

Lakeshore Audiovisual - "VW Bus Projection Mapping" (Internship) 2014
Animator

- Aided in the implementation of a projection mapping installation.
- Animated models and assets provided by other members in the team.

Lightborne Lore, LLC - "Perpetua" (Android/ iOS App) 2012
2D Asset Artist

- Used Photoshop to create animations and mobile game ready assets.
- Collaborated in the creation of high quality in-game assets.
- Conferred with writers and art directors regarding the content of artwork needed.

Insidious Games, LLC - "Reign Legend of Godric" (Android/ iOS App) 2012
Character Artist/Animator

- Produced and animated 2D characters in Photoshop.
- Collaborated with writers to create ideas, stories, and captions combined with artist's work.

PROJECT EXPERIENCE

"Ralph's Revenge" (Android/ iOS App) Flashpoint Chicago 2015
2D Asset Artist

- Drew assets based on an art guide assigned by the art director.
- Used Photoshop to create 2D assets and animations for top down game.
- Produced sprite sheets for implementation into Unity.

VALUE MATCH: Directly relate what you offer and what problems you solve to the company's particular needs and list it in your bulleted description of responsibilities/duties under each position you've held.

"PIA: IIT Motorsports" (Production in Action) Flashpoint Chicago 2014
3D Asset Artist

- Collaborated with a large team to create a promotional campaign for the IIT SAE Motorsport Club.
- Created 3D assets in Maya and After Effects used in a short documentary.
- Created models, textures, rigs and animations for use in Unite engine.
- Used Flash to design an interactive website application showcasing automotive design.

