

JOHN SMITH

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EDUCATION

Flashpoint Chicago, Chicago, IL
Bachelor of Science in Digital Media, Digital Art

Expected June 2019

SKILLS

- Proficient with 3ds Max, Photoshop and UDK
- Proficient at organizing and meeting deadlines
- Skilled at researching and problem solving
- Able to effectively manage multiple tasks, responsibilities and assignments
- Strong communication and teamwork skills
- Effectively train, schedule, motivate, and manage staff

PROJECT EXPERIENCE

- “Road to Tribeca”** **Flashpoint Chicago** **2018**
Artist/Designer
- Assisted design a Facebook trivia game, a website, and a preshow for the Tribeca Film Festival
 - Created the start screen for the Facebook game
 - Collaborated with Game, Film, Visual FX, and Audio students
 - Managed the schedules for teams with producers to make sure deadlines were met on time
- “Zombies Revenge”** **Flashpoint Chicago** **2018**
Lead Artist
- Worked closely with designers and programmers to determine what conformed to the game style
 - Created the art style guide with which all other artists were to abide by
 - Reported to the producers about the team, assets, timesheets, and scheduling
 - Prepared and presented documentation of team progress on a weekly basis
- “Asylum”** **Flashpoint Chicago** **2017**
Lead Artist
- Lead and managed a team of 5 artists
 - Worked closely with designers and programmers to determine the game style
 - Created the art style guide for entire team
 - Reported to the producers about the team, assets, timesheets, and scheduling
 - Developed, textured, and animated in-game 3D art assets and overseen the creation of team assets
 - Prepared and presented documentation to the Executive Producers
- “Luminarium”** **Flashpoint Chicago** **2017**
Artist
- Developed art assets, utilizing both 2D and 3D art
 - Designed and animated several of the assets in multiple animation scenes
 - Animated and rendered several of the assets in multiple programs