



EDUCATION

Bachelor of Fine Arts in Interactive Design and Game Development (Anticipated: May 2008) Savannah College of Art and Design, Savannah, GA
GPA: 3.57/4.00...Dean's List: 6 Quarters

RELEVANT EXPERIENCE

Electronic Arts Professional Production Practice Studio (2007)

- Hand picked by the school from a pool of applicants
- Created Assets for AAA game title, Madden 2009
- Worked with proprietary scripts in the creation of player heads
- Generated color maps, specular maps and baked normal maps
- Worked with feedback from the Art Director of EA Tiburon

COMPUTER SOFTWARE SKILLS

- Proficient in:

- Autodesk Maya/Mental Ray
- Adobe Photoshop
- Zbrush

- Familiar with:

- 3D Studio Max
- Unreal Ed 2004
- Crazy Bump
- Road Kill

DESIGN SKILLS

- Drawing (Digital and Traditional)
- UV Mapping
- Node-based Shader Networks
- Photography (Digital and 35mm)
 - B & W Photo Processing
- Deep Paint
- Shake
- Adobe After Effects
- Adobe Illustrator

AWARDS, ACHIEVEMENTS AND ASSOCIATIONS

- Entelechy 2007(School Wide Competition) Honorable Mention for Level Design
- Entelechy 2006 Best Interactive Flash Applet (group project, Air Guitar 3000)
- Scholastic Art Competition: Silver Key Winner for Mixed Media Fine Art (2003)
- Texture Artist and Interface Designer for Student Project: Avatars of the Arena (<http://www.avatarsofthearena.com>)
- Web Design for Student Project: Cowboy Cave (<http://www.davidmcdonough.net/cowboycave>)
- Familiar with Agile Game Development
- Member of Women In Games International
- Fluent in French

WORK EXPERIENCE

GameStop (2007 – Present)

- Sales Associate (Game Advisor)
- Assisted customers to find a product they were satisfied with