

David W. Bailey
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OBJECTIVE

3d modeler or texture artist

WORK EXPERIENCE

Freedom Studios

www.freedomstudios.org

Aug 24, 2008 - Oct, 2008

Contract: Model high polygon advertising concept for use on the Freedom studios website.

WhizzKit Game Dev

www.thegamebible.com

Apr 18, 2008 - Aug 26, 2008

Contract: Model and UV unwrap low polygon animal characters.

InMotion Simulations

www.inmotionsimulation.com

Feb 21, 2008 - Mar 17, 2008

Contract: Create textures for various LOD low polygon models,
Convert and place assets into *Torque Game Engine Advanced* (TGEA).

EDUCATION

Art Institute of Phoenix

2233 W Dunlap Ave # 109

Phoenix, AZ 85021

(602) 331-7500

Bachelor of Arts, Game Art and Design, Dec 2005

SKILLS

Software

Level creation with *Unreal Tournament 3* Game Engine

Adobe Photoshop CS3

Autodesk 3ds max 9

602High and low poly organic and hard surface modeling

603clean models that meet poly count restrictions

604Normal mapping and other shader techniques using bump, alpha, specularity, ambient
occlusion maps.

605Digital photography and editing.

Abilities

Attention to Detail and concerned with quality.

Produce work that is orderly and attractive.

Ensure tasks are completed correctly and on time.

Able to get along well with co-workers and accept supervision