

JESSICA CLAIRE

 resumesample@example.com
 (555) 432-1000
 Montgomery Street, San Francisco, CA 94105

PROFESSIONAL SUMMARY

Character artist motivated to work on all projects collaboratively with the design team from conception through to final production.

SKILLS

- Digital media
- Proficient in Adobe CS5
- Superb eye for detail
- Excellent communication skills
- Excellent leader
- Complex problem solving
- Advanced graphic design
- Experience with various modeling software
- Knowledge of industry standards
- Creative mindset
- Detail oriented
- Self starting

WORK HISTORY

Activision - Level designer

Woodland Hills, CA • 03/2012 - 04/2016

Worked with the design team to create various level and world environments for the World of Warcraft series. Duties included asset creation from concept art, and working closely with texture artists for final environment assets.

Zenimax Media, Inc. - Character artist

Qc, CA • 07/2016 - Current

Responsibilities include modeling characters based on concept art designs, and preparing assets for texturing and rigging. Worked closely with other design teams to oversee final production of character and static game assets.

EDUCATION

Full Sail University
Winterpark, FL • 2017

Bachelor of Arts: Game Art

Full Sail University
Winterpark, FL • 2020

Master of Arts: Game Design