

# PETER ANDREW BUKK

Artist & Game Developer

 www.bukk.weebly.com

 PeterBukk@gmail.com



12. 2014

Present

**Freelance Artist** *Belleville, IL, USA*

## 2D/3D Artist

- Created 2D & 3D assets for Mobile Platforms
- User Interface design and implementation (Photoshop, XSI)
- Created promotional & marketing materials (Photoshop)

09. 2010

11. 2014

**eV Interactive** *Palatine, IL, USA*

## 2D/3D Artist

- Created designs & assets for PC, Nintendo Wii, Nintendo 3DS, Xbox360, & Mobile platforms
- User Interface design and implementation (Photoshop, XSI)
- Character & hard-surface modeling & texturing (XSI, 3DS Max, Mudbox, Photoshop)
- Rigged & animated quadrupeds, bipeds, weapon, & props (3DS Max, Cal3d, .X)
- Designed, created & scripted gameplay levels & environments (3DS Max, LUA Scripts)
- Video production & editing for trailers, teasers, & promotion (After Effects, Fraps)
- Web design, marketing materials, & product manuals (Photoshop, 3DS eManual & eShop tools)

08. 2010

07. 2012

**Gabriel Entertainment** *Arlington Heights, IL, USA*

## 2D/3D Artist

- User Interface & puzzle design & implementation (Photoshop, XSI)
- Designed & created game environments & buildings (XSI, Gamebryo Lightspeed)
- Created 3D scenery and props (XSI, Gamebryo Lightspeed)
- Rigged & animated 3D Characters (3DS Max, Gamebryo Lightspeed)

11. 2009

09. 2010

**Entertaining Games** *Arlington Heights, IL, USA*

## 2D/3D Artist

- Created 2D & 3D assets for Mobile Platforms
- User Interface design and implementation (Photoshop, XSI)
- 2D Character animation & rendering (XSI, Photoshop, After Effects)



### Published Titles

- GO Hunting: Archery Edition (PC, Mobile)
- GO Hunting: Shooting Sports Edition (PC, Mobile)
- Wild Adventures: Ultimate Deer Hunt 3D (Nintendo 3DS)
- The Ocean's Secret: A Dolphin Pier Mystery (PC)
- Remington Super Slam Hunting: Alaska (PC, Nintendo Wii)
- Remington Super Slam Hunting: Africa (PC, Nintendo Wii)
- Beat a Dead Horse! (Mobile)
- Rootin Tootin Donkeys (Mobile)
- The Very Hungry Pumpkin (Xbox360 Live Arcade, Mobile)

### Software Experience

#### Modeling

- 3DS Max, Softimage|XSI, Maya, Mudbox

#### Animation

- 3DS Max, Adobe After Effects, Autodesk MotionBuilder

#### Texturing

- Adobe Photoshop, Mudbox, Quixel dDo



### DePaul University

*Chicago, Illinois*

**Major:** Computer Game Development

**Degree:** Bachelor of Applied Science

### Southwestern Illinois College

*Belleville, Illinois*

**Major:** Database Development

**Degree:** Associate of Applied Science

### Languages

- English (Fluent)
- French (Basic)

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