

PETER ANDREW BUKK

Artist & Game Developer

 www.PeterBukk.com

 PeterBukk@gmail.com



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

12. 2014 2D/3D Artist

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

09. 2010 **eV Interactive** *Palatine, IL, USA*

11. 2014 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 **Gabriel Entertainment** *Arlington Heights, IL, USA*

07. 2012 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 **Entertaining Games** *Arlington Heights, IL, USA*

09. 2010 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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