Chuck A. Schotborgh

CAREER HISTORY

International Game Technologies, Inc. (IGT)
Technical Artist II+ Studio Game Designer Studio 1A

2007

Sketchfoot.com
Lead Technical Production Artist + Multimedia Specialist
+ Flash Developer

2006

Quantum Audio Visual
Flash Developer + HD Production Artist
+ AutoCAD Engineering

2005

Global Studio Ad Agency
Lead Production Artist + Multimedia Specialist
+ Flash Developer

The Magnolia Companies
AutoCAD Drafter + Designer

2003

Carl's Blueprinting
AutoCAD Production Manager + Graphic Designer

2002

Global Digital Media Group, Inc.
3D Production Animator + Production Artist

Inhance Digital Corp. Inc.
Sr. Lead 3D Game Production Animator
+ Flash Multi-Player Game Developer

2000

Applied Materials, Inc.
Technical Designer-UX Design
+ Web Designer + 3D Animator

1999

Cybeq Nano Technologies (Subsidiary of Mitsubishi)
Tech Publications Illustrator
+ Field Application Tool Developer

1998

IBM (Santa Teresa Labs Bailey Site)
Graphic Designer-UX Design + 3D Animation Mentor

1997

SUMMARY

8 Years 2D and 3D Game Development + Design Experience
Gaming Industry + PC game + Game QA testing + Multi-player
Game Development + Educational Children's Game Development

7 Years 3D CADD Drafting and Design Experience
Structural/Architectural/Mechanical/Truss Joist Development
+ AV Design + Security/Superstructures + Structural Bridges

5 Years Ad Agency Experience
Video Broadcasting + Multimedia development + Graphic design
+ Web Application Multimedia Development and Composition

4 Years Graphic Design Experience
Web developments for a number of high-profile corporations

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>> Currently working under the direction of Tony Uberaga Authoring / Designing games as a Technical Artist II. Developing the gaming industry's next-generation platforms and tools + engineering multiple, best-of-breed Mega Jackpot Games.
>> Developing + submitting innovative patents involving cross-platform game device that works off of social media trends, internet, mobile devices + mega-jackpot machines.
>> Working in an IDE (Software Integrated Development Environment) to develop, modify, debug, review, test + document multimedia scripts for real-time gaming machines.
>> Analyzing, developing + recommending design approaches while working on critical engineering problems/projects.

ACHIEVEMENTS

>> Successfully created the fundamental architecture for over 22 games for the gaming industry's leading, multi-billion-dollar manufactuer.
>> Co-developed+designed five, multi-million-dollar Mega Jackpot games Two of the games currently earn over $300+ per machine, per day-$1 billion projected revenue in 2010.
>> Major title contributions include:
Star Wars, Sex and the City, Wheel of Fortune, American Idol, Amazing Race.
>> Technical Illustration Award Recipient, Society of Technical Publications +New Media Award Recipient, SBC-PacBell.
>> Successful execution of high quality animation for auction sites, business portals + visual parts portal tools for high-profile companies.

PROGRAMMING		DESIGN SOFTWARE	
.HTML5	Objective-C	Flash CS6	
.CSS3	Meteor JS	Adobe After Effects CS6	
. JSON	API /Restful	Adobe Encore CS6	
.PHP	OAUTH	Adobe Photoshop CS6	
JQMobile	Raphael JS	Adobe Premiere Pro CS6	
JavaScript	PaperSpace	Adobe Illustrator CS6	
Java	.FBX	Dreamweaver CS6	
iOS/Android DEV	Fortran	3D Studio Max 9	
Max Script	Scratch	Endorphin	
Xcode	.XML	Lightwave 9.3.1	
Eclipse	.CSV	AutoCAD	
Lisp		Architectural Desktop	
JQuery ui	PaperJS	Chief Architect	
ActionScript	CouchDB	SDRC IDEAS Master Series 6 SDRC	
LUA	Riak		
C#	.DWG	Proprietary (IDE) rapid game development tools:	
Unity Script	.DXF		
EasyJS			
MDM Script		AVP Movie Studio	
C++		Dynamic Texture	

Advanced experience with 3D Studio Max,
Flash, Photoshop, Illustrator, After Effects
Mobile/Native App DEV+ Proprietary tools.

Kompressor
AOW lite
S1 PSD Exporter
Font Studio 2
Motion builder

EDUCATION +CERTIFICATIONS

Bachelors Degree - Mobile Design Development Degree in Computer Science- Junior year @ Fullsail University (Expected Graduation in March of 2014)
Associates Degree in Computer Science, National Education Center. Bachelors Degree Equivalent >> 3D Production Design Certification/3D Studio MAX Level I, Online Design
3D Production Animation Certification/Softimage 3D Level I, Digital Media Institute + Assembly Design Certification, SDRC I-DEAS Master Series 6
Additonial courses completed in Material Flow, Centura Platforms, Hazards Communication

Contact
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