Josephine Burke

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Objective: Initially obtain a permanent, entry-level, technical position so as to optimize my skills and abilities, utilize my specialized game-development training, and actualize the combination of skills acquired by completing the Cisco technological curriculum which will allow me to gain sufficient experience to eventually promote into an advanced position.

Skills:
- Zbrush, Maya, Photoshop, Microsoft word, Cisco Packet Tracer, Network Simulator software
- Basics knowledge of Unreal and Unity game engines.
- Configure routing on Cisco switches and routers.
- Configure EGIRP, OSPF, DNS, DHCP, RIPv2 protocols.
- Construct IP addresses, per-lan.
- Troubleshooting routing issues.
- Using Windows OS to construct command lines.
- Ability to communicate with team members using various technologies.
- Fluent in English and American Sign Language.

Experience:
- **Murphy, &McKay Associates:** Lafayette, California July 2019- Present
  Entry-Level Technician
  - Drive to client's location.
  - Fill out label form for correct attachment once at new location.
  - Label and disconnect computer components for movers.
  - Upon Arrival at new location, reconnect computer components according to labeling.

- **Phoenix Online Studios:** San Jose, California April 2011- September 2018
  - **The Silver Lining (http://www.tsl-game.com/)**

  3D Artist: Episode #5
  - Create models and textures for props, a scene for Episode #5, and the final sequel.
  - Establish in-game lighting to prepare for exporting into Unity 3D engine.
  - Set lighting scenes in Unity 3D.
  - Create models and textures of characters using Autodesk: Maya and Zbrush.

  Environment/Texture Artist: Episode #4: Game Shipped on November 2011
  - Unwrap the models, then fix to keep within maximum resolution on texture budget.
  - Establish in-game lighting to prepare for exporting into game engine.
  - Create texturing for a scene of Episode #4.

  - "*The Silver Lining*" game published a story in the April 2014 edition of *Game Informer* magazine.

  - **The Silver Lining: Halloween:** Game Shipped on November 2016
  Texture/Lighting Artist
  - Create textures for environments.
  - Create lighting scenes in Unity 3D.
  - Establish lighting scenes and import into Unity 3D.

- **Gabriel Knight: Sins of Father:** Game Shipped: September 2014

3D Artist
- Provide detail definition in 3D character modeling and sculpting using Zbrush.
- Finalize character modeling and create normal maps to import in-game.

Education:
- **Laramie County Community College- Cheyenne, Wyoming**
   CISCO Computer Networking Certification

- **The Art Institute of California- San Francisco, California**
   Bachelor of Science: Game Art & Design