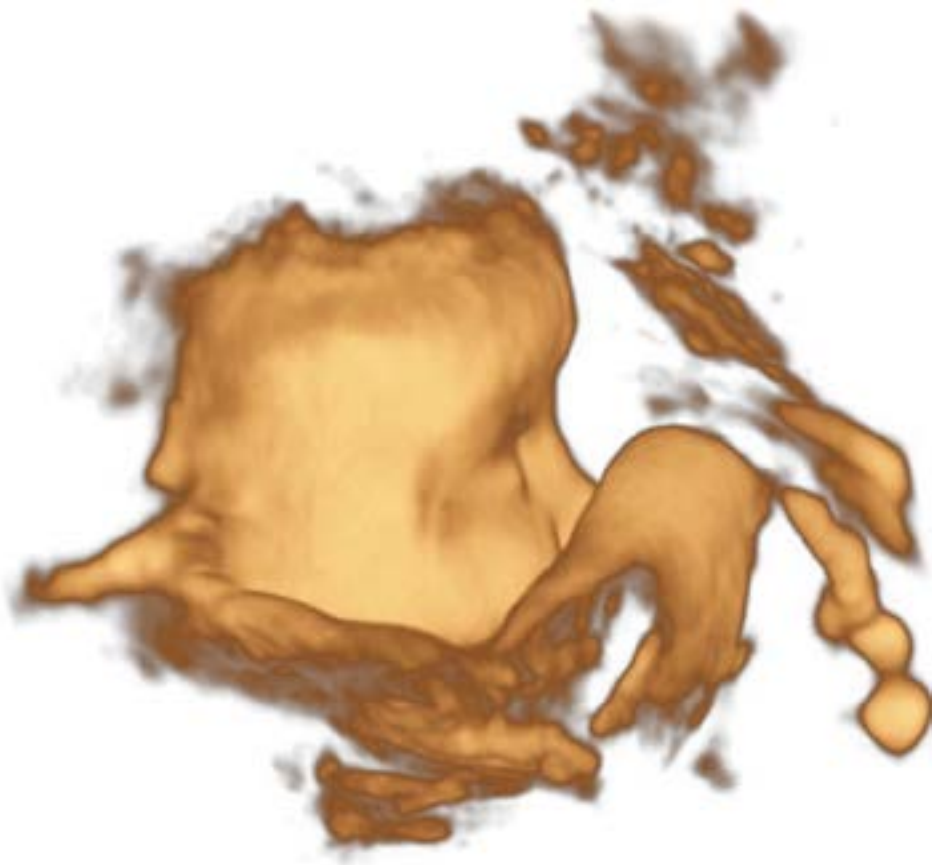


BABIES IN UTERO



UVU [TEAM NAME]

UVU [TEAM NAME]

Nathan Ethington

Emphasis In:

Animation

Rigging

Scripting

Gavin Lopes

Emphasis In:

Modeling

Texturing

Animation

NATHAN ETHINGTON

Junior at Utah Valley University

EDUCATIONAL EXPERIENCE

UVU - Bachelor of Science in
Animation & Game Development

8-Years of Independent Study

PROJECT EXAMPLES



[Rayman 3D Remake](#)
(Game Scene Remake)



[Old Gass Station](#)
(3D Scene / Texture)



[Nerf Sniper Rifle](#)
(3D Model / Animation)



[Kolosse](#)
(Game / Scripting)



[Anthrophobia](#)
(Game / Scripting)

BIO

Nathan started working in animation and game development during his middle school years and had made several projects on his own before entering college. After his first year of college Nathan was one of 25 students, out of 200+ applicants, to be accepted into the Animation and Game Development Program at Utah Valley University (UVU).

He is currently studying to become a Technical Artist and will earn his Bachelors Degree at UVU by 2022. He hopes to educate future generations by building digitally interactive educational experiences that could be used at school or in the home.

GAVIN LOPES

Junior at Utah Valley University

EDUCATIONAL EXPERIENCE

UVU - Bachelor of Science in
Animation & Game Development

X-Years of Independent Study

PROJECT EXAMPLES

[Name]
(Skills Used)

[Name]
(Skills Used)

[Name]
(Skills Used)

[Name]
(Skills Used)

[Name]
(Skills Used)

BIO

[bio text]