

Ian Jared Travis

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Career Summary:

- Dedicated, imaginative, and resourceful, can be relied upon to produce quality work and apply problem solving skills even in an intense and highly time-sensitive environment
- Recognized by peers as creative and determined, eager to expand his craft and work with others as a team to create engaging, novel experiences.
- Experience in commission and contract work creating professional grade art assets for private clients
- Skilled in the arts, both digital and traditional, extensive animation experience, training in game design theory and implementation, strong writing and verbal skills, ability with digital creative software including the Adobe Suite, Autodesk Maya, 3DS Max, and Blender
- Experience in html and CSS – designed and coded my portfolio website at www.ianjtravis.com
- Experience in C# and game development for Unity

Education:

Rensselaer Polytechnic Institute, Troy, NY

Bachelor of Science, *Games and Simulations Arts and Sciences* –

May 2017 Graduate

- Academic Dean's List
- Officer of the Rensselaer Game Development Club, Club Treasurer & Co-Publicity Chair.
- Elected Class Representative, 2015.
- 'Best Overall Game' award Winner, Rensselaer 24-hour Student Game Jam, 2015.
- Presenter at the *Rensselaer Game Fest*, 2014 & 2015.
- 'Excellence in Technology' award Winner, *Rensselaer Game Fest*, 2016.

Minor in Management and Entrepreneurship, *Lally School of Management*

Worcester Polytechnic Institute, Worcester, MA

August 2011

- Digital Art and Animation

Employment:

Lead Animator at Gylee Games

June 2019 – Present

- 2D character acting and action animation
- Special effects animation
- Game design and development

Animation Instructor at One Up Games

October 2017 – May 2019

- Conduct weekly, structured youth animation classes

Freelance Game Artist

May 2017 – June 2019

- Create professional grade digital art assets for private clients
- Illustration
- Character Design
- 2D Animation
- 3D Modeling and Animation

iRacing.com Motor Sports Simulations

Summer 2016

Environmental Artist, Web Design

- Created 3D models for environmental objects based on photo reference.
- Created texture, normal, and diffuse maps for environmental objects based on photo reference.
- Constructed web graphics in Adobe Illustrator for use in the iRacing.com track information page.

References for Ian Travis

David Koloski
Robot Entertainment Software Engineer
Contact Ian for this reference's phone number
Email Address: djkoloski@gmail.com

Anthony Gardner
President, iRacing.com Motorsport Simulations, LLC
34 Crosby Drive, Bedford MA, 02762
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Rebecca Rouse
Assistant Professor, Rensselaer Polytechnic Institute Department of the Arts
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