

Ian Jared Travis

101 Pleasant Street, Plainville, MA 02762

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Career Summary:

- Skilled and extensively experienced in animation both traditional and 3D. Trained in digital creative software including the Adobe Suite, Autodesk Maya, 3DS Max, and Blender
- 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
- Skilled in character design and illustration
- Strong writing and verbal skills
- Experienced in game development and design
- 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 – October 2020

- 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

Chris Bergman
CEO, GyleeGames
Email: Chris@GyleeGames.com

David Koloski
Robot Entertainment Software Engineer
Email: djkoloski@gmail.com

Anthony Gardner
President, iRacing.com Motorsport Simulations, LLC
34 Crosby Drive, Bedford MA, 02762
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Professor Ben Chang
Professor of Games Simulations Arts and Sciences, Rensselaer Polytechnic Institute
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