Ian Jared Travis
101 Pleasant Street, Plainville, MA 02762
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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
- Competencies in the arts, both digital and traditional, extensive animation experience, training in game design theory and implementation, strong writing and verbal skills, ability with many digital creative software including the Adobe Suite, Autodesk Maya, 3DS Max, Blender, and Unity
- 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, 2013 to present
- Graded top five percent of major, class of 2017.
- 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 Technolog*y*' 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:

Animation Instructor at One Up Games   **October 2017 – Present**

- Conduct weekly, structured youth animation classes

Freelance Game Artist   **May 2017 – Present**

- Create professional grade digital art assets for private uses including game art and UI design
- Illustration
- 2D Animation
- 3D Modeling and Animation

Rensselaer Polytechnic Institute Research   **January – April 2017**

- Reconstructed a destroyed Shakespearean theater plaza in 3D with Autodesk Maya.
- Analyzed historical accounts and period appropriate architecture for reference.
- Textured and mapped buildings to construct the theater plaza to be historically accurate

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

Anthony Gardner
President, iRacing.com Motorsport Simulations, LLC
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Rebecca Rouse
Assistant Professor, Rensselaer Polytechnic Institute Department of the Arts
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