



Contact

Email: richards.ava.04@gmail.com
Phone: +1 (937) 503-9304

Objective

Seeking a position as a 3D game artist for a video game studio, using my four years of experience with 3D modeling and five years of experience creating digital art.

Experience

The Innovators Logo Design, DRSS

October 2021

- Designing a logo and branding guidelines for The Innovators, the DRSS E-Sports team.
- Interviewing team members to determine design criteria.
- Formatting logos for print using Adobe Illustrator.
- Providing logo design to be printed on jerseys.

Aspire Church, Internship

June 2021-July 2021

- Creating a website for the church's primary administrator.
- Collaborating with administrators to create flyers and postcards for attendees.

Capstone Project, DRSS

September 2020-present
Game Design III

- Creating 3D objects, scenes, and characters in Blender using a variety of techniques.
- Developing an original portfolio of 3D-modeled scenes and objects.

Introduction to 3D Modeling, DRSS

January 2020-March 2020
Game Design I

- Guided a lesson through the basics of 3D modeling in Blender.
- Created concept art for a peer to model in 3ds Max.
- Developed a 3D model in 3ds Max based off a peer's concept art.
- Presented a realistic, game-ready 3D model created in Blender to peers.

Education

Dayton Regional STEM School (DRSS)

August 2015-present

Expected Date of Graduation: May 2022

GPA: 4.0/4.0

Relevant courses: Game Design (I-III), Technical Reading and Writing

Computer Skills

Adobe Creative Cloud Suite

Microsoft Office Suite

Windows OS

Audacity

Blender

Unreal Engine 4

Autodesk 3ds Max

Clip Studio Paint

Visual Studio

Hobbies & Interests

- Creates digital artwork using a graphics tablet. (5 years)
- Analyzes game design and production. (3 years)
- Designs 3D models in Blender. (4 years)