

John Ingebrigtsen

Animator - Enigma Studios, LLC

San Bruno, CA - Email me on Indeed: [indeed.com/r/John-Ingebrigtsen/3f9208e176d34055](https://www.indeed.com/r/John-Ingebrigtsen/3f9208e176d34055)

To obtain a position at a game development studio and utilize my education to its fullest potential.
Authorized to work in the US for any employer

WORK EXPERIENCE

Animator

Enigma Studios, LLC - August 2015 to Present

- Create animations for game models using assets developed by modelers/texturers.
- Animate and render cutscenes for implementation into games.

3D Lighting and Texturing Intern

GraphicCreative Inc

- Set up lighting rigs for marketing and film sets.
- Create and apply textures to 3D assets developed by modelers.

Artist

Savannah College of Art and Design, Athletics Dept.

- Create and distribute graphic design art for ceremonies, websites, and presentations for the Athletics Department of SCAD-Atlanta.

August 2015 to Nov. 2015

March 2012 to May 2012

EDUCATION

Bachelor of Fine Arts in Animation

Savannah College of Art and Design - Atlanta, GA

2014

LINKS

<http://www.vimeo.com/104488631>

<http://www.vimeo.com/135370083>

AWARDS

Dean's List

November 2012

Awarded Dean's List for Academic Excellence.

Dean's List

November 2013

Awarded Dean's List for Academic Excellence.

CGIFF 2015 Film Festival - Short Shorts

August 2015

Senior Film "Goldfish Overboard" screened at CGIFF 2015 in the Short Shorts category.

ADDITIONAL INFORMATION

SKILLS & ABILITIES

Design

- As a SCAD graduate I have a full and rounded education in nearly every field of Game Development. My minor focused specifically on design elements within games, from interactivity with menus and ui's up to level design and pathing for NPCs.

Adobe

- I am trained and experienced in most Adobe Creative Suite programs, with the capability to learn and adapt to any of the few that I haven't worked with as of yet.

Autodesk

- I am trained and experienced in Maya, with minor experience in related programs such as Mudbox and Zbrush.

Programming

- Minor knowledge of C and C++, along with education and experience in Flash.