



IAN WOSKEY

848-333-9393

www.iancw.com

iancwoskey@gmail.com



EDUCATION **DREXEL UNIVERSITY / DIGITAL MEDIA ACCELERATED BS/MS**
MASTER OF SCIENCE 2013 **BACHELOR OF SCIENCE** 2012 GPA 3.0

PROFICIENCIES

Photoshop, Maya, Mel, Pymel, Zbrush, Topogun, xNormal, Unity 5, Mechanim, C#, HTML5, CSS, Javascript, SourceTree, Character art and illustration.

EXPERIENCE

LIGHTING TECH ARTIST KEYS TO THE COLLECTION MOBILE APP, SPECK.TECH 2016

- ◆ Responsible for recreating and improving baked lighting in Unity 5 to match previous Unity 4 project.
- ◆ Rebuilt and improved upon past lighting while ensuring low memory usage for mobile performance.
- ◆ Worked closely with the development team to troubleshoot and resolve previously existing issues affecting lighting and performance.

ILLUSTRATOR AND WRITER WEBCOMIC DEVELOPEMENT WITH SPECK.TECH 2016

- ◆ Working in partnership with Speck.Tech and our associates to create a recognizable IP we can leverage to create serialized content across multiple media.
- ◆ Working to create a pipeline for generating serialized painterly digital art; balancing quality and speed by developing repeatable techniques.

TWITCH BROADCASTER SOLE OPERATOR OF MEAT4EVERY1 CHANNEL 2015-2016

- ◆ Broadcasted 5 days a week crafting digital illustrations while offering contextual advice and building a community of likeminded creatives.
- ◆ Responsible for all aspects of production, audio, video, and content. maintained a professional 2 computer streaming setup using an capture card intermediate.

MASTER'S THESIS DEAD END: The Influence of the PC on Player Emotional State and Action 2013

- ◆ Created a self-contained 15 minute horror game over the course of a ~ 4 month development period.
- ◆ Organized a 40 participant user test study to examine the effects of 2 distinct polarized sets of player character animations on player performance and interpretation of events.
- ◆ Drafted a ~50 page thesis paper building a thoroughly researched case to support my hypothesis, examining my test results, and explaining my conclusions.

CHARACTER ARTIST OPERATION DINO, ACADEMY OF NATURAL SCIENCES 2012

- ◆ Communicated with the Academy of Natural Sciences and created a mobile game for integration and installation into exhibits around the museum.
- ◆ Responsible for guiding art direction and creating High quality 3D assets and illustrations.

IT SPECIALIST RITTENHOUSE REO SPECIALISTS 2010 - 2014

- ◆ Integrated new software systems, which included software selection, installation and the training of office personnel.
- ◆ Comprehensive computer upkeep and assisting interoffice communication and data transmission.

GENERAL CONTRACTOR'S ASSISTANT HILLTOP CONSTRUCTION 2005-2008

- ◆ Assisting in every aspect of property management and remodeling.
- ◆ Caretaking for computer systems and file management.