



IAN WOSKEY

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

PROFICIENCIES

My education and work have afforded me a broad skillset within digital media including but not limited to Web dev, animation, and game development. I am highly skilled in traditional and digital illustration, digital sculpture, and other artistic disciplines. I can create in a wide variety of styles to meet the needs of a given projects art direction. My focus is primarily on game character creation, from conception through creation and setup, to mechanics development and integration. I also have experience in interface design, shader writing, character fx, simulation, and game prototyping.

PROFICIENCIES

Photoshop, Premiere, Nuke, Blender, Maya, Houdini, Unity 3D, Zbrush, Headus UV Layout, Topogun, xNormal, Substance Designer/Painter, AI Behavior Trees, C#, Unityscript, HTML5, CSS, mel, Python, Pymel.

EXPERIENCE

ILLUSTRATOR REDCAP'S CORNER 2014 - PRESENT

- ◆ Creating print ready digital images for a 3rd party expansion to the Pathfinder tabletop RPG.
- ◆ Working with an experienced content developer to fulfill visual expectations for in development character concepts.

VISUAL BRAND DEVELOPER FORCEFULACLON 2014 - PRESENT

- ◆ Crafting digital illustrations for ubiquitous use across multiple mediums, including YouTube Theme and apparel design.
- ◆ Working within an open ended style guide to create imagery that promotes and visually defines an entertainment brand.

DOTA 2 WORKSHOP SET DEVELOPER SOLE DEVELOPER 2013 - PRESENT

- ◆ Responsible for all aspects of creating professional quality 3D character assets for the Dota 2 Workshop.
- ◆ Utilizing Valve proprietary software to assess quality control and integrate custom art assets into the Source and Source 2 game engines.

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 3D mobile game for integration and installation into exhibits around the museum.
- ◆ Responsible for guiding art direction and creating high quality character assets.

IT SPECIALIST RITTENHOUSE REO SPECIALISTS 2010 - 2013

- ◆ 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 2000-2008

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