
Game Artist Resume

Job Objective

Use my creative skills to obtain the job of a Game Artist.

Highlights of Qualifications:

- Substantial experience in developing gaming content for clients
 - Immense knowledge of storyboard techniques and video production
 - Excellent knowledge of evaluating work of internal and external vendors
 - Ability to provide assistance and training to junior artists
 - Ability to comply to engineering specifications for completion of games
 - Familiarity of working on Photoshop and Illustrator
 - Proficient with Zbrush, 3DS Max, Maya, Adobe Photoshop, CryEngine 3, Unreal Engine 3 and Unity 3D
-

Professional Experience:

Game Artist
Aristocrat Technologies, Richmond Hill, GA
August 2012 – Present

Responsibilities:

- Coordinated with producer and art director and developed new styles for games.
- Prepared art production schedule in coordination with producer.
- Prepared visual designs and associated mock up games for clients.
- Communicated on regular basis with studio management team and prepared plans.
- Monitored art workflow and performed regular audit on performance.
- Maintained consistency of project work across platforms.

Game Artist
IPKeys Technologies LLC, Richmond Hill, GA
May 2009 – July 2012

Responsibilities:

- Prepared model textures for 2D and 3D objects for various gaming scenes.
 - Prepared layout and design for games as per client requirements.
 - Developed 2D and 3D animations and graphics for games.
 - Designed project proposals and monitored efficient working of complex projects.
 - Coordinated with lead artist and art director and supervised efficient schedule of work.
 - Maintained graphic techniques and trends for different gaming environment.
-

Education:

Bachelor's Degree in Game Design
San Diego State University, San Diego, CA

[Build your Resume Now](#)