

Scott Arnold

Game Designer / Digital Artist

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Objective

To find a position at a game studio that would allow me to apply my design and artistic skills to make creative input into quality projects

Experience

XLT / Studio GPU June '07 - Present

Create game pitch and design documents for mobile games
Lead modeler / level designer for Emmy Award winning "vMTV" games
Character and environment modeling, texturing, and lighting for MMO's,
(both 3d and pre-rendered), animated film, and architectural visualization
Develop and maintain pipeline standards for moving assets between
artists and to clients, and integrate new technology into work flow
UI Development, User Guide Authoring, and bug documentation for
lighting and rendering software Mach Studio

University of Southern California Aug '06 - Dec '07

Part-time faculty for beginning and advanced 3d animation courses

Freelance Nov '04 - Present

Modeling, Texturing, Animation, and Rendering for TV Show "Bones"
Created 3d animation for Transformers™ product proposal
Produced digital texture collection to raise money for a school in Cambodia

Education

University of Southern California Aug '02 - May '06

Bachelor of Arts in Fine Arts
3d Modeling and Animation Minor
SCFX Vice President, Webmaster, Student Film Liaison
USC Dragon Boat Team (sport team) Stroker and Steers

Skills

Game and Level Design, Modeling, Lighting, Texturing
5+ years experience in 3d Studio Max
Flash (action script), Valve Hammer Editor, GameMaker GML
Maya, Photoshop, Shake, Mach Studio Pro
HTML, PHP, SourceSafe, Redmine
Microsoft Word, Excel, Access, and Power-Point
Some Japanese and French, fluency in Pig Latin
Quick to learn new skills, programs, and conventions
Winner of 2009 GDC CA Rock Band tournament