

Scott Arnold

Digital Artist

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Objective

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

Experience

Melody Street

Jan '10 - April '10

Lead lighting artist, handling all aspects of Mach Studio pipeline: Exporting from Maya, importing and arranging in Mach Studio, lighting, rendering

Sadworld Entertainment

Oct '09 - present

Art director and lead designer for MMO Real Time Strategy game
Provide direction, mockups, and feedback to outsourced art team in Ukraine

XLT / Studio GPU

June '07 - Aug '09

Mach Studio lighting for feature-length animation "Playmobil"
UI Development, User Guide Authoring, and bug documentation for lighting and rendering software Mach Studio
Environment modeling and texturing for Boy Zero MS tutorial scene
Character and environment modeling, texturing, and lighting for animated film, games, and architectural visualization

University of Southern California

Aug '06 - Dec '07

Adjunct faculty / instructor for beginning and advanced 3d animation courses

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

Lighting, Modeling, Texturing, Scripting
Mach Studio Pro, 3ds Max, Maya, Photoshop, Shake
HTML, PHP, SourceSafe, Redmine, Flash (action script)
Microsoft Word, Excel, Access, and Power-Point
Limited Japanese and French, fluency in Pig Latin
Quick to learn new skills, programs, and conventions
Winner of 2009 Game Developers Conf. CA Rock Band tournament