

KIMBERLEY MOORE



3D Artist

To whom it may concern,

I am a game and 3D artist with an Associate's Degree in game design and simulation, and I am interested in a 3D modeling position focusing on character design and asset creation.

I am proficient in 3DStudio Max, ZBrush, Photoshop, Illustrator, and Flash. I am proficient in modeling all manner of assets, including characters, interiors, and vehicles. I have experience testing games systematically throughout all development stages.

I am a very logical person, wanting to understand the details of a system or process, not just the surface information. This allows me to learn quickly as well as to teach others with efficiency unique in the work field. I work well independently, with a team, or with supervision as needed. I will be available to interview at your convenience.

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OBJECTIVE

I am a passionate and dedicated graduate seeking a position with a game design company where I can use my 3D modeling skills to create video game assets.

EDUCATION

Associate's Degree - Game Design and Simulation (Artist) at Lone Star College - Kingwood

INDUSTRY RELATED EXPERIENCE

School project - Templar Dungeon, 3D roguelike dungeon crawler

Character concept and modeler

Ludum Dare Game Jam - Nebulous, 2D platformer

Environment artist

Student Art Show

WORK EXPERIENCE

Lone Star College

(January 2016 - May 2016)

Lab assistant in charge of tutoring students in Adobe Photoshop, Flash, and Illustrator.

Best Western Plus (June 2015 - January 2016)

Moore Time Clocks, Inc. (October 2012 - June 2015)

Lone Star College (January 2014 - May 2014)

SKILLS

- Autodesk 3D Studio Max
- Pixologic ZBrush
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash

HOBBIES

- DeviantArt
- Teaching piano
- Playing ocarina
- Crocheting
- Cross stitching