

# Melissa Smith

mel.mel.smith@gmail.com

www.melmelsmith.com

Austin TX (832)4442273

## OBJECTIVE

I am seeking to gain experience from a creative team of individuals working in pre-production or production art.

## EDUCATION

University of Texas

BA, Arts & Technology May 2008

This diverse undergraduate program introduced many different digital mediums.

I discovered my passion for creating concepts, models, and textures for digital works of art as well as gained the desire for life long learning.

Competitions: 1st Place - Modeling/Texturing-Industry Giants - June 7th 2008

Seminar: Siggraph 2008, Diverge 2007/2008, Industry Giants 2008

Concept Art/Massive Black's Revelations- January 2008

## SOFTWARE PROFICIENCY

3d : Maya/Mental Ray, 3ds Max, SideFX Houdini

2d :Adobe Photoshop, Premiere, After Effects, Illustrator, Dreamweaver

Platform: Windows, OSX, Linux

## WORK EXPERIENCE

Ncsoft QA Tester

08/08-11/08

- Studied under Senior artists, creating 3d art assets for Tabula Rasa. I modeled and textured a few assets that were published in the game.

- Worked closely with game developers providing valuable feedback regarding art, user interface, and game design.

Storyboard Artist/3D Layout Artist

04/08-06/08

- Volunteered for a short animation "The Longest Moment. "

Tasks included previsualizing art assets, creating character concepts, storyboarding, and setting up camera layouts in Maya.

UTD Radio DJ

08/05-01/07

- Hosted a weekly show for a CMJ nominated top-rated college radio station. Responsibilities included researching trends, selecting and charting music, and working school events.

UTD Student Assistant

08/05-01/07

- Created graphics, fliers, and posters for the Student Union.

Freelance Graphic Designer

08/05-01/07

- Designed and developed graphic works, logo designs, and websites for various organizations.

D2 Game Center Employee

05/04-05/05

Managed user accounts, created local servers, and hosted Lock-ins for 24 hour gaming.

