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Software Knowledge

Autodesk Maya
Autodesk 3DS Max
Autodesk Mudbox
Adobe Photoshop CC
Adobe Illustrator CC
Unity Game Engine
Substance Painter
Presagis Creator
Monodevelop
Visual Studio 2015
Android Studio SDK
Perforce
Tortoise SVN
Adobe After Effects CS3

Programming Languages

C# / C / C++
Java
Python
JavaScript
HTML / CSS / Bootstrap

Skills and Interests

A passion for digital art and a drive to always learn more about new aspects of a software or hardware technology.

The capability of working well in a team or working in a solitary position and following direction from art leads/directors.

A strong work ethic and the drive to see projects through to completion, always pursuing the ideal balance between speed and quality.

A very strong ability to follow direction and implement any feedback changes or critiques.

JAMES ARNDT

Game Developer Generalist

Objective

My objective is to collaborate with a team of creative and technical individuals, producing the best quality work possible within budgeted milestones and deadlines.

Education

Daytona State College – Daytona Beach, FL

December 2017 – December 2018

Computer Programming A.S. Certificate

Solid foundational studies learning and applying C, C++, C#, Python, JavaScript, Java and HTML/CSS. Completed hundreds of programs in these languages using best practices, optimized patterns and logical structures.

Full Sail University – Winter Park, FL

August 2005 – August 2007

Associate of Science Degree in Computer Animation

Extensive training in Autodesk Maya, Adobe Photoshop, Adobe After Effects and Autodesk Mudbox. Core focus on 3d modeling, texturing, lighting, rigging and animation with studies of traditional art mediums such as charcoal drawing from life, painting techniques and sculpture.

Defense Information School – Laurel, MD

December 1999 – March 2000

Basic Graphics Technician Certificate

Basic graphic artist training and traditional 2D art training including typography and layout. Advanced training in Adobe Photoshop, Illustrator, QuarkXPress, Macromedia Studio products and Adobe After Effects. Traditional fine arts training producing acrylic paintings, charcoal life drawings and pastels Studied basics of color theory, line/eye flow and common layout.

Experience

Roblox – San Francisco, CA

February 2018 – Present

Remote 3D Artist / 2D Artist

3D/2D artist position creating art assets for usage in the Roblox online game platform. Daily tasks include creating headpieces, armor, props and clothing sets for digital avatars to wear within the virtual sandbox. Assets are produced using 3ds Max and Substance Painter. Tasks include creating original 3d models from provided concept art and imagery, producing UV coordinates for meshes and importing these assets into Substance Painter for texturing.

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Lockheed Martin – Orlando, FL

February 2016 – February 2018

3D Artist / Graphic Artist

3D/2D artist position building and processing 3d meshes and textures for usage in multiple simulation databases. Daily tasks include gathering photographic reference, creating models with 3DS Max and Autodesk Maya, processing models with Presagis Creator and creating textures using Adobe Photoshop CC. Responsible for maintaining consistent art style, quality levels and optimum functioning of assets within the SAGE engine. Ensure newly implemented assets are constructed in performance efficient ways so as not to impact the overall performance of a given simulation.

N-Space Inc. – Orlando, FL

May 2015 - July 2015

Technical Artist (Contract)

Technical Artist tasked in the creation of texture masks for a coloring system utilized in the customization of creature/character skins and armors. Responsible for material balancing and coloring of characters, weapons and creatures in both the menu front end and in-game. Ensured albedo, normal and specular texture level continuity across hundreds of pieces of armor and characters. Illustration overlays to match art style of pre-existing icons used within the menus and in-game UI.

DAVE School – Orlando, FL

January 2015 - April 2015

Unity Game Engine Course Instructor / C# Programmer

Managed a team of seven student artists during the development of a three-month vertical slice game demo. Utilized agile development methods to track tasks and time management during production of all game assets. Provided creative direction and continuity in maintaining the look of the franchise based on IP. Provided course lectures on general game development and lectures specific to aspects of Unity game engine. Produced C# code base for all game management states, gameplay mechanics and functionality for student's final project.

fatbox Software – Ormond Beach, FL

February 2011 – Present

Game Development Services / C# Programmer (Freelance)

Game development services provided for various clients. These services included 3D modeling and texturing, rigging and animation, C# scripting, world building and set dressing. Created working logs to track hours consumed per project. Created invoices and invoice tracking system with PayPal integration for payment. Scripted game management states, gameplay mechanics and all necessary functionality on five commercially shipped titles using C# with Visual Studio.

Shipped eight new games to the Google Play, Amazon and iOS App Stores during this timeframe, three of which are IP created and owned by fatbox Software.

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N-Space Inc. – Orlando, FL

April 2011 – November 2011

3D Generalist (Contract)

Generalist 3D artist tasked in the creation of real time assets for the Nintendo 3DS and iOS platforms. These tasks included modeling, texturing, lighting, particle creation and animation/rigging. Utilized hand painted texturing techniques combined with photo sourcing. Implemented lighting using 3D application baking techniques and vertex lighting. Tasked with creating simple rigs for character geometry and animating these characters for boss battle scenes and standard game play animations. Created unique world animations using simulation baking to key frame techniques.

Firebrand Games – Merritt Island, FL

May 2008 – June 2010

3D Artist / Environment Artist

3D Artist tasked in the creation of 3d assets for the Nintendo Wii and DS platforms. These objects included various vehicle, prop and environmental models, textures, billboards, particle effects and animations. Environment artist tasked with modeling virtual worlds, hand painted texturing combined with photo sourcing. Implemented lighting using vertex color baking techniques and hand vertex painting of 3D models.

Vehicle and prop artist tasked with modeling, texturing and lighting of real time assets. Skilled in the manipulation of LUA scripts to alter particle effects, character physics, model placements in world and the triggering of environment animations. Technical setup artist tasked with creating volume system for each environment that determined what was culled and what was drawn for any given frame. PVS system implementations per level.

Rigging artist tasked with creating simple rigs for environment geometry and creating world animations using joint systems. Created texture animations for usage in game, utilizing UV animations on a texture.

DXD Post FX – Mission, KS

December 2007 – March 2008

3D Artist / Motion Graphics Artist (Contract)

Worked daily using Adobe After Effects to produce commercial animations for Major League Baseball teams such as the San Francisco Giants, Atlanta Braves, San Diego Padres, Washington National and Tampa Rays. Created 3D models in Autodesk Maya, textured the assets using Adobe Photoshop, completed lighting passes and rendering of assets inside of Maya. Usage of Butterfly node render farm management system to render out high resolution image sequences from both Maya and After Effects. Created motion and text based animations inside of Adobe After Effects software and composited HD Maya render sequences.

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Digest of Homes Magazine – Port Orange, FL

October 2003 – September 2005

Graphic Designer

Completed design and layout of magazine advertisements per client work orders using QuarkXPress, Adobe Illustrator and Adobe Photoshop. Produced 1/4, 1/2 and full-page ads for usage in both print and web advertisements. Required to pre-flight all advertisement work before proofing to client. Daily phone contact with clients to obtain a professional relationship with assigned clients and to obtain ad information for proofing feedback.

United States Marine Corps – MCAS Cherry Point, NC

October 1998 – October 2003

Active Duty Marine / Graphic Artist / Illustrator

Produced designs such as signage, banners, posters, flyers, web site design, interface design and tactical map design and lamination. Researched new supply sources and costs for supplies, purchased supplies, and maintained a working inventory of graphic shop supplies. Directly received customers, logged work requests and maintained a database that tracked materials consumed per project, which resulted in data used to justify future funding for our supplies.