

**Undergraduate
3rd-Year Student
BA in SFU School of
Interactive Arts and
Technology**

I am a 3rd year student at Simon Fraser University with a **passion for 3D Graphics and computer gaming**. I have been using **3D and 2D graphic software since 2003** and hope to find a co-op job that will allow me to continue to improve my skills.



Skills

Proficient in using **Autodesk 3D Studio Max** to model, texture, light, animate and render complex 3D environments and objects.

Proficient in using **Adobe Photoshop** to create textures for 3D scenes, environments and objects.

Autodesk Maya	HTML
Adobe Flash	CSS
Adobe Illustrator	Actionscript 3
Adobe InDesign	Python
Adobe Dreamweaver	Java
Microsoft Office Suite	Vue 7

Attributes

- Team Player
- Creative
- Dedicated
- Problem-Solving
- Attention to Detail

Education

Simon Fraser University School of Interactive Arts and Technology	Langara College Summer Game Design Course
Courses in Programming, Media, Website Design, Flash, 3D Animation and Arduino Programming	South Delta Secondary Class of 2006
	High School Average: 83%

Cumulative GPA: **2.9**

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Achievements

Landmark Education Forum Advanced Course (2008)
Landmark Education Forum (2008)
\$2000 entrance award scholarship from SFU Surrey (2006)
Custom-built 3 Gaming PCs (2009, 2006, 2004)

Hobbies

Computer Games
Game Level Design
3D Modelling
3D Animation
Graphic Design
Game Content Creation
Building Computers

Work Experience

Thrifty Foods
1207 56th Street
Delta, BC, Canada

November 2005 to Present
Duties: Customer Service
and Stocking Shelves

Portfolio

<http://www.sfu.ca/~dem2/iat445/portfolio.html>