

3D Artist Ashley Eldred

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<http://asheldredart.blogspot.com>

3D/2D Application Skills

Environmental, Character Modeling and Texturing Tools: Autodesk 3ds Max 2011, Autodesk Maya 2010, ZBrush3, Autodesk Mudbox 2011, Adobe Photoshop CS4, Crazy Bump 1.101, Adobe Flash CS4
Level Editors: UnrealEd (*UT3/GoW*), UNITY Engine 2.6.1, TorqueX Builder 1.5 with XNA

Scripting: Javascript, Action Script 2.0

Microsoft Office: Word 2007, PowerPoint 2007, Excel 2007, Outlook 2007

Production Tools: Tortoise SubVersion, Issue Manager

Art Skills

- Environmental modeling/texturing
- High-polygon normal mapping
- Render to texture in 3ds max
- Mental Ray Rendering
- Optimized UV unwrapping and layouts
- Asset import into UT3 and UNITY
- Level building in UT3 and UNITY
- Material shader development in UT3
- 2D foundational drawing/painting
- Concept, design, and art documentation

Work Experience

THQ Usability Lab

July 2010-Current

Position: Lab Assistant

- Set-up equipment for game play test days
- Recorded test result information
- Recruited play-testers

Guildhall Academy at Southern Methodist University

June 2010

Position: Teacher's Assistant

- Assisted in instruction of Photoshop and TorqueX Builder
- Assisted in instruction of level building and game development practices
- Assisted in bug fixing of levels

Game Experience at the Guildhall

Hell's Belle (Level Designers: 7, Artists: 5, Software: 1)

October 2009 – May 2010

Hell's Belle is a 3D game with 2D side-scrolling gameplay that focuses on exploration and character upgrades. The player controls the devil's daughter on a quest to stop her father from making hell cute.

Engine: Unreal Tournament 3 (UDK)

Position: Art Lead

- Created original concept for the game
- Created main character mesh and textures (diffuse, specular, high-polygon normal, emissive, alpha)
- Created concept and model sheet for the main character
- Completed 15 environmental meshes and textures (diffuse, specular, normal, emissive, alpha)
- Established overall look of the game
- Created and maintained art style guide
- Maintained communication between the other project departments
- Created SCRUM task board for all art assets

Mary's Demons (Artists: 4)

January 2010 – March 2010

Mary's Demons is a first person shooter featuring elements of a psychological experience. The player controls a hallucinating patient in an insane asylum trying to escape after the door to her cell is broken.

Engine: UNITY Engine

Position: Artist/Scripter

- Created level texture tileset (diffuse, specular, high-polygon normal, emissive, alpha)
- Completed 10 environmental meshes and textures (diffuse, specular, normal, emissive, alpha)
- Scripted trigger events (mesh and texture spawning)

Hatchling (Level Designers: 3, Artists: 1, Software: 1)

August 2009 – October 2009

Hatchling is a 3D game with 2D side-scrolling gameplay. As a young dragon, the player flies around the kingdom stealing peasants and gold.

Engine: UNITY Engine

Position: Art Lead

- Completed 212 art assets for the game as the only artist (including 12 characters and an unwrap, a diffuse, normal, specular map for each mesh)
- Established overall look of the game
- Created all animations

Position: Project Lead

- Led a game team of four others to create a game for the Indie Game Challenge
- Created two-month development cycle to complete the project
- Maintained communication between the other project departments

Colossal Takeover (Level Designers: 4, Artists: 3, Software: 1)

June 2009 – October 2009

Colossal Takeover is a 3D multi-player game about futuristic corporations fighting over a city using giant robots. The players must destroy the enemy's base and robot while wrecking buildings to reduce the other corporation's stock value.

Engine: Unreal Tournament 3

Position: Art Lead

- Created environment assets
- Developed material shaders in UT3 material editor
- Contributed to set design and asset placement in game
- Skinned and rigged both characters
- Imported all art assets and set up packages in the Unreal Editor
- Created 15 particle effects in the Unreal material Editor
- Created 18 concept pieces
- Led a team of two other artists
- Maintained communication between departments to maintain project cohesion
- Created art asset database and art style guide
- Created SCRUM task board for the art department

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Auntie Mabel and the End of Everything (Level Designers: 2, Artists: 1) March 2009 – May 2009

Auntie Mabel is a post-apocalyptic action/puzzle game. The player uses cats with unique abilities to guide Mabel the oblivious old lady around obstacles and enemies.

Engine: Torque X Builder 1.5 with XNA

Position: Artist

- Created all art assets including: 17 concept pieces, 34 animations, 15 tileset assets
- Winner, SMU Best Game Mechanic 2D game for Cohort 12
- Produced a 2D side-scrolling game with one and two level designers
- Created concept, game design, art asset database and asset development plan
- Created SCRUM task board for the art department

Education

SMU Guildhall, Plano, TX	May 2010
Master's in Interactive Technology, Specialization in Art Creation	GPA 3.88
University of North Texas, Denton, Tx	Dec 2008
Bachelor's of Fine Arts Degree, Drawing and Painting	
-Minor of Foreign Language, Japanese	GPA 3.7
Purdue University, West Lafayette, IN	Transferred May 2006
Bachelor's of Fine Arts Degree, Drawing and Illustration	GPA 3.6