

GAME EXPERIENCE

Art Director, *Maglev*

6 Months (12/09-5/10)

Unreal Development Kit, 15 Person Team

4 Artists, 3 Programmers, 6 Level Designers, 2 Producers

- Responsible for taking hero character and villain from conception to animation
- Conceptualized environmental assets within a science fiction art style
- Designed asset production pipeline and responsible for style consistency

Artist, *Colossal Takeover*

3 Months (8/09-12/09)

Unreal Tournament 3 Mod, 8 Person Team

3 Artists, 1 Programmer, 4 Level Designers

- Modeled and textured city assets and destroyed counterparts
- Produced environmental and character concept designs
- Designed, modeled, and textured male and female player characters

Art Lead, *Quantum of Mollusk*

2 Months (3/09-5/09)

Torque 2D, 4 Person Team

1 Artist, 3 Level Designers

- Conceptualized and animated 2D sprite sheets of the octopus hero and enemies
- Created environmental assets, HUD, and UI
- Constructed marketing materials and packaging

Producer, *Project SEM*

3 Months (9/09-12/09)

Torque 2D, 5 Person Team

- Created documentation and ventured through the process of publishing a 2D game through Xbox Creator's Club

Portfolio available at <http://www.lnwilson.com>

EDUCATION

Master of Interactive Technology, focus in Art Creation

2010

Guildhall at Southern Methodist University, Plano, Texas

Thesis: Modular Design in Urban Environments

Computer Art, Bachelor of Arts

Studio Art, Bachelor of Science

2007

Tools

3D/2D Apps

3Ds Max 2010

Maya

Photoshop

Illustrator

Mudbox

ZBrush

xNormal

Engines

Unity

UDK

Marmoset Toolbag

Language

MaxScript

JavaScript

Office

MS Word

Excel

PowerPoint

Additional

Tortoise SVN 1.6

Final Cut Pro



State University of Oneonta at New York, Oneonta, New York

Graphic Art & Advertising, Associate in Applied Science 2005
Finger Lakes Community College, Canandaigua, New York

WORK HISTORY

Mac Specialist, Apple Retail 2007 - 2008
Albany, New York

- Personal software trainer as part of the One-to-One program, teaching anything from basic computer literacy to professional software to individuals and small groups
- Demonstrated patience and customer service skill in stressful situations, such as product launch dates

Program Assistant, Summer Escape Summer 2006, 2007
Wolcott, New York

- Led or co-instructed activities in a variety of classes for middle school students, such as ceramics, claymation, and team building
- Collaborative event planning and trip chaperone
- Certified in CPR and bus aide