

JESSE PAULY *3D Artist*

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OBJECTIVE To be part of an exciting and positive team where I can create amazing art and be a significant creative influence.

EDUCATION **ART INSTITUTE OF PHOENIX**, Phoenix AZ
B.A. – Game Art and Design, June, 2003
A.A.A. – Computer Animation, June, 2000

SOFTWARE EXPERIENCE **Art Software:**
3D Studio MAX, Photoshop

WORK EXPERIENCE **CREATIVE ENVIRONMENTS DESIGN & LANDSCAPE**
Create realistic 3D renderings to assist in visualization, design, construction and marketing of priority projects. Scope of clients includes model home communities, commercial development projects, single family residence, and company advertisement. Content incorporates landscapes, plant life, fire and water features, lighting and hardscapes, all utilizing a variety of textures to produce form, color and composition based on designers vision. Utilized 3D Studio Max & Photoshop.

Design Visualization
July 2005 – Present
Chandler, AZ

REALM INTERACTIVE - Internship
Responsibilities included setting up and exporting objects for use in map editor, creating environment tiles for random map generator within map editor, ramping enemy encounters for various levels of game play, decorating environments and play testing new builds for bugs and glitches.

Content Development Team
August 2003 - December 2003
Mesa, AZ

THE COMMAND POST
Responsibilities included directing daily store operations related to the business of paintball, supervision of employees, opening/closing duties, and inventory management.

Store Manager
March 2001 – July 2005
Phoenix, AZ