Gabriel Williams
3D Environment and Asset Artist

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Arlington Hts, IL

Objective:

To obtain a position in the Game Industry, specifically environmental and asset modeling, texturing, lighting, and design

Experience and Qualifications:

- **3D Studio Max:** Modeling, Texturing, Lighting, Animation
- **Photoshop:** Texture painting and image editing for 3D
- **Unreal 3 Game Engine:** Art-to-game-engine workflow and troubleshooting, Level Design
- **Vray Rendering Engine:** Truly realistic and vivid lighting for 3D Studio Max

Technical Knowledge:

Adobe Photoshop	Advanced +
Autodesk 3D Studio Max	Advanced
Adobe After Effects	Basic
Chaos Group Vray	Intermediate
Unreal 3 Game Engine	Advanced

Education:

- The Illinois Institute of Art-Schaumburg - Bachelor of Fine Arts in Game Art & Design
- December 2008

Previous Work Experience:

Best Buy Geek Squad
Schaumburg, IL
Title: CIA
Experience: Worked as a hardware and software repair/troubleshooting agent for desktops, laptops, etc
Oct 2007-Oct 2008

We-Are-Weddings
Schaumburg, IL
Title: Lead Photographer
Experience: Professional wedding photography, 27 weddings photographed, also image editing and enhancement
Nov 2005-March 2007

Extra-Curricular

Unreal 3 Club
Created a club to teach the new Unreal 3 Game Engine to fellow students, and to serve as a "creative hub"
September 2008-Current