

# Dan Peavey

25 Winooski Falls Way, Apt 615  
Winooski, VT 05404

(203) 715-3700

danpeavey@gmail.com

www.therealdanpeavey.com

## OBJECTIVE

To gain a challenging artistic position, providing the opportunity to learn and to improve my skills as well as to effectively contribute to the artistic needs of the project and my team to ensure their success.

## SKILLS

- Strong artistic and technical understanding of game production, as well as a strong passion for creation and observation.
- Ability to create high-quality art assets, specially intended for 3D games.
- Able to conceptualize and design assets to meet the needs of the project.
- Team player. The team environment brings out the best in my work and myself, and I strive to help improve everyone on the project around me with thoughtful input and critique.
- Ability to rapidly learn new tools and engines, and to research, modify, and create work-flows and pipelines based on the production's needs.
- Strong understanding of programming and design.
- The hunger for knowledge and learning. I am passionate about learning and applying knowledge to develop my skills –all of which aimed to better myself as a person and peer.
- Great interest in art, history, technology, culture, psychology, and sociology, along with strong foundations in traditional arts.

## TOOLS

- Autodesk Maya 2009
- Adobe Photoshop CS4
- Pixologic Zbrush 3.5r2
- Unreal Engine 3 and 2.5
- Unity3D
- Valve Source (Orange Box)
- Torque (TGEA 1.7)
- SVN / GIT
- XNormal
- Crazybump
- Adobe Creative Suite
- Alchemy (al.chemy.org)
- Windows, Ubuntu, Mac OSX

## EXPERIENCE

THE EMERGENT MEDIA CENTER

WINOOSKI, VT – MAY 2008 TO NOVEMBER 2009

UNFPA Game to Prevent Violence Against Women (2009) – *Environment Artist*

- Worked with a team to determine environment style and setting.
- Created concepts based upon design decisions, feedback, and team dialogue.
- Ensured a high level of quality in assets with limited resources in mind.
- Documented the art pipeline and taught team members to ensure consistency.
- Ensured a consistent dynamic contrast between environment and characters.
- Designed assets to be used in multiple game situations and events.

IBM Virtual Worlds (2009) – *Artist*

- Research and development; artistic application in interactive design.

Learning 2008 Conference: "Teletrust" 3-day Game Jam (2008) – *Artist*

- Created game content in 3 days.
- Designed process to make implementation of assets seamless for programmers.

America's Army Level Creation: District (2008) - *Lead Artist, Level Designer*

- Worked with a team of six to create a full multiplayer game level.
- Ensured visual consistency across all facets of the level design.
- Worked in Unreal Editor 3.5 for America's Army to help build the map.

## EDUCATION

Champlain College, Burlington, VT

- *Bachelor of Science in Electronic Game Development: Art and Animation*
- Anticipated graduation – May, 2010. Current GPA 3.332