

Dan Peavey

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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.
- Able to create assets from concept to final piece.
- Concept painting and illustration.
- Strong high and low poly modeling.
- Digital sculpting.
- Adept with several high to low poly pipelines.
- Efficient and effective UV unwrapping.
- Photorealistic and hyper-realistic texture creation.
- Stylistic and hand-painted texture creation.
- Prop and world environment content creation.
- Character creation.
- Animation of rigid and organic objects and characters.
- Decent scripting ability.
- Strong understanding of programming and game design.
- Thirst for learning and passion for art.
- Team player, and the easiest person to get along with.

TOOLS

- Autodesk Maya 2011
- Adobe Photoshop CS5
- Pixologic ZBrush 3.5r2

- Unreal Engine 3 / UDK
- Unity3D
- Valve Source Engine
- Marmoset Toolkit

- SVN / GIT
- 3D Coat
- XNormal
- Crazybump
- Adobe Creative Suite
- Alchemy (al.chemy.org)
- Windows, Ubuntu, Mac

EXPERIENCE THE EMERGENT MEDIA CENTER WINOOSKI, VT – MAY 2008 TO MAY 2010

"Breakaway!" Population Media Center + UNFPA (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*
- GPA 3.280 - Dean's List