

Eric Lee Kessler

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Tel: (919) 365-5150
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Technical Skills:

Autodesk Maya (Strong Knowledge)
MELscript (Basic Knowledge)
Pixologic Zbrush (Strong Knowledge)
Adobe Photoshop (Strong Knowledge)
Autodesk 3ds Max (Intermediate Knowledge)
UnrealEd (Strong Knowledge)
Basic Lighting and animation

Game experience:

Project H.U.N.T, 2008
Environment Modeling & Character Design

- Modeled Environments (Architectural and Organic)
- Quality Assurance Testing (QA Testing)

Employment History:

Liquid Development, 2008 - Current
Contract Artist

- 3d Assets and Textures

Kessler's Home Improvement, Utica, NY, 2006
Installer

- Installs for housing
- Installed doors, windows, and cabinets

Bova's Construction, Utica, NY, 2005
Carpenter

- Built homes
- Framing, Drywall, and Installs

Education:

The Art Institute of Vancouver, Burnaby, BC, 2008
Diploma in Game Art and Design

References Available upon Request