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ARTI S. GREAT
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987 Design Avenue, Apt. 1
Moscow, Idaho 83843

EDUCATION

Bachelor of Science in Virtual Technology and Design (VTD) May 20xx
University of Idaho, Moscow, Idaho

Honor:

VTD Book Award – Outstanding Design Spring 20xx

Applicable Courses:

Virtual Design I, II, III & IV	Production I & II	Digital Imaging
Design Studio I & II	The Virtual Universe	Advanced Lighting & Materials
Interactive Technologies	Animation	Advanced Modeling

RELATED EXPERIENCE

Senior Capstone Project

Human Resources Training Simulator for use in Second Life, University of Idaho Fall 20xx – Spring 20xx

- Developed models and environment in Autodesk 3ds Max and uploaded to Second Life
- Collaborated with teammate and faculty for meetings with Human Resources clients
- Communicated and discussed needs and wants with clients throughout project year
- Educated clients on potential opportunities and limitations caused by design
- Gathered extensive photographic references for project
- Documented project in a research design paper

Studio Projects

Potential Boise River Overflow Pathways, University of Idaho Spring 20xx

- Worked with a team of five members, while coordinating with four separate teams
- Used Google Earth and KML coding to show possible river overflow paths for use by city planning
- Researched and discussed with city planners implications for downtown Boise, Idaho

Campus Mail Delivery Simulation, University of Idaho Spring 20xx

- Developed environment for an effective campus mail delivery system
- Textured rooms with created procedural maps using Autodesk 3ds Max and Photoshop CS3
- Populated virtual rooms with models from Autodesk 3ds Max
- Presented final simulation to peers and faculty for evaluation

Teaching Assistant

Introduction to 3D Modeling, University of Idaho Fall 20xx

- Graded 55+ student midterm projects using a 10-point grading scale
- Communicated with professor to ensure grading accuracy

TECHNICAL SKILLS

Environment Design

- Environment design, detailing, lighting, custom textures, material creation, flow, pacing, atmosphere, balancing, scale, proportion, navigation, performance efficiency, documentation, and planning

Applications

- Autodesk 3ds Max, Blender, Adobe Photoshop CS4, Second Life, Prim Composer, OpenSim, HTML, CSS, Windows OS, Microsoft Word, Microsoft PowerPoint, Unity3D, and Jibe