

William Mitchell

Education:

Sept. 4 2008- Present Academy of Art University San Francisco, CA
Major: Games-Animation and Visual Effects
Master of Fine Arts
Present

2002-2006 The Art Institute of California Santa Ana, CA
Major: Video Game Art and Design
Bachelor of Science Degree
Graduated (09-23-06)

Skills:

Knowing how to use computers and knowing programs such as:

3D Studio Max, Maya,
Silo, Unreal Ed,
Premiere, Combustion,
Photoshop, After Effects,
Acid, Soundforge etc.

Objective:

I am an inspired 3D Artist seeking to use my skills and talents to grow with your organization .

Experience:

2007 Pacific Media Group Irvine, CA
3D Artist, Animator

3D Modeling
Animating
Texturing

2005-2006 Quicksilver Software Santa Ana, CA
3D Modeler, Texture artist, Intern

Helped develop a game called Full Spectrum Command.
Making 3D Models and props in the game.
Also Texturing and UV Mapping the models I create.

2005 Game Development Class Santa Ana, CA
3D Modeler, Texture Artist, Particle Effects

Making particle Effects in the Unreal Ed Engine.
Making the 3D Environment and Texturing the Environment.
Lighting the environment.

2005 Siggraph Los Angeles, CA
Attended Siggraph

Learned about the new innovated ideas in all the new programs.
Talked to Professionals in the Gaming and Animation industry.
Learned about what kind of competition we have out there.

2002-2006 The Art Institute Santa Ana, CA
Student

Learned how to work in the game industry.
Made a lot of friends in the Video Game industry.
Learned a lot of programs and made my artwork outstanding.