



CHASE LAWHEAD

ENVIRONMENT ARTIST

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SOFTWARE

3DS MAX
MAYA
PHOTOSHOP
ZBRUSH
MUDBOX
UDK
XNORMAL
CRAZYBUMP
ND02

education

DIGIPEN INSTITUTE OF TECHNOLOGY
BFA IN PRODUCTION ANIMATION
2007-2011

objective

TO ADD MY SKILLS TO A CREATIVE TEAM IN ORDER TO CREATE A HIGH QUALITY PRODUCT

work experience

TEST ASSOCIATE II MICROSOFT

MAY 2011 - MAY 2012

SHIPPED: HALO ANNIVERSARY, HALO REACH ANNIVERSARY DLC

RUNNING TEST PASSES, CERTIFICATION PASSES, REPORTING BUGS, WORKING IN BUG DATABASES, WORKING DIRECTLY WITH THE DEVELOPMENT TEAM TO FIX BUGS

CG 275 TEACHERS ASSISTANT DIGIPEN INSTITUTE OF TECHNOLOGY JANUARY 2011 - MAY 2011

TEACHING STUDENTS 3DS MAX AND PHOTOSHOP. AREAS INCLUDED: MODELING, UNWRAPPING, TEXTURE MAPS, LIGHTING, RENDERING, RIGGING, AND ANIMATION

QA TESTER FOUNDATION 9

MAY 2010 - AUGUST 2010

SHIPPED: FRONT MISSION EVOLVED

RUNNING TEST PASSES, PROVIDING FEEDBACK FOR DEVELOPERS, WORKING WITH INTERNATIONAL TEST TEAMS, RUNNING CERTIFICATION TEST PASSES, WORKING IN BUG DATABASES

SKILLS

TAKING ASSETS FROM CONCEPT TO FINISHED MODELS

CREATING 3D ASSETS FROM HIGH POLY MODELS TO LOW POLY MODELS

CREATING HIGH RESOLUTION TEXTURES

STRONG COMMUNICATION SKILLS THROUGH OUT THE WHOLE DEVELOPMENT PIPELINE

MEETING DEADLINES THROUGH STONG ORGANIZATION AND TIME MANAGEMENT

ONLINE PORTFOLIO: CLAWHEAD.WEBBLY.COM