

Robert Wilson

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Objective: I am highly passionate about all types of art, especially quality art in video game media. My goal is to create excellence in artwork and create an all-around rewarding experience.

Skills/Experience:

- Highly Proficient in AutoDesk 3D Studio Max 2012, Adobe Photoshop CS5, Adobe Illustrator CS5, Microsoft Excel, Unreal Editor, and Microsoft Word.
- Traditional painting and drawing as well as Digital skills.
- adept at giving detailed critiques of artistic endeavors.
- Over 13 years of Management / Supervisor experience in various roles.

Professional Experience:

Freelance Concept Artist/Illustrator – Odity, Inc. - 2010, 2011, and 2012

- Created weapon and armor concepts
- Created Illustrations for promotional material
- Made a storyboard for an animation
- Created backgrounds for in-game use

Freelance Concept Artist – Snyder - 2007

- Made concepts for weapons and characters
- Created model sheets so the 3D models could be created from

Dept. Manager – Wal-Mart 1996-present

- In charge of inventory levels, managing in stock, and pricing accuracy
- Responsible for giving directions to others that worked within my department

Education:

- **Bachelor of Science in Game Art and Design:** The Art Institute of Pittsburgh Online Division
December 2011 - GPA 3.88

REFERENCES AND PORTFOLIO PROVIDED UPON REQUEST