

Colin Senner
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OBJECTIVE

- To pursue my dream career as a character, asset, environment or texture artist for games.
- I love games and have ever since my first Cyrix 386 66mhz pc. I'll never forget dying to that damn grue in Zork and inadvertently 'zap'ing my wand too many times in Zork 2 and and having to start over...take leaflet, and keep reading.

EDUCATION

- **Bachelor of Fine Arts in Interactive Design and Game Development**
Savannah College of Art and Design
Magna Cum Laude graduate
GPA: 3.88 / 4.0

SUMMARY OF QUALIFICATIONS

- **Graduated top 10% Savannah College of Art and Design Class of 2006**
- Works well in a social atmosphere, excellent organizational and interpersonal skills
- Programming experience in C, C++, Java 2, Basic, ASM, LUA scripting, Maxscript
- Traditional Art background with a keen eye for details in 3d and 2d

ART SKILLS

- **High poly character/asset modeling**, UV mapping and texturing
- **Low poly character/asset modeling** including normal mapping and utilizing UV space efficiently
- **Character rigging**, skinning and animating
- **Traditional art** (pencil, charcoal, pen and ink)

SOFTWARE

Accomplished

- 3d Studio Max
- Vray 1.5
- MAXScript
- Maya 7
- Zbrush 2
- Photoshop CS4 Suite
- Unreal Tournament Engine 2

Experienced

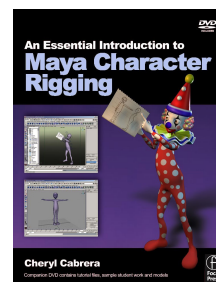
- Flash
- Dreamweaver MX

CAREER-RELATED WORK EXPERIENCE

- (Sept. 26th, 2006 – April 4th, 2009) **Full-Time Lead 3d Artist** – for an Architectural Visualization company located in Kansas City, Missouri. Arnold Imaging LLC (www.arnoldimaging.com).
- (Jan. 2006 – March 2006) **Member of student production team** creating an MMO built on the Unreal 2 engine.
Description: Modular Character Model/Texture artist.

AWARDS AND RECOGNITION

- **Published work** in the Focal Press book "An Essential Introduction to Maya Character Rigging" Page 329 Introduction to Chapter 7
- Highest rated user on ScriptSpot.com for 3dsmax Maxscripts (<http://www.scriptspot.com/userpoints>)
- 6th Highest rated script (Relink Bitmaps) on ScriptSpot.com for 3dsmax Maxscript (<http://www.scriptspot.com/3ds-max-top>)
- Movie credit for the upcoming IMAX film "We the



People” (debuting late 2009) for 3D segment on Old North Church. (19sec on screen).

- Work in the Winter 2006 Interactive and Game Development Show at SCAD.
- Portfolio showcased in SCAD’s “Entelechy” showcase (Spring 2006).