

Russell Rogers

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Objective:

Secure and maintain an entry level position within the digital arts industry.

Experience:

2010-2012 Chico State Game Studios

Projects:

1. CVZ: Lead Level Designer
 - a. Managed Level Design Team
 - b. Communicate with other teams
 - c. Designed 2 Levels, 1 of which was published
2. 40 Stories: Level Designer
 - a. Designed 4 levels that were all implemented into the final build

Education:

1. 2006-2012 California State University, Chico
 - a. BS in computer graphics

Achievements:

2003: Baseball Coaches Award

2006: High School Chemistry Award

2010: First Shipped Game Title "40 Stories"

2011: 1st Timer Achievement Award on project 40 Stories

2011: Lead Level Designer

Software:

AutoDesk Maya, Mudbox, Silo, Headus, Lightwave, Photoshop, Illustrator, TV Paint, UDK(Kismet, Matinee), ShiVa 3D, Gamemaker, Java, HTML, Css

Skills:

Game Design, Production, Modeling, Sculpting, Texturing, Lighting, Animation, Rigging, Concept Design, Photography, Level Design, Management.

Contacts available upon request.