

JOHN PERKINS

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OBJECTIVE

To obtain a challenging and rewarding position as a professional video game artist employed at an intuitive and stable company, while continuing to enhance my skills as a character modeler, animator, and texture artist.

EDUCATION

Bachelor of Arts in Multimedia Studies

Dec. 2017

Florida Atlantic University

Boca Raton, FL

RELEVANT COURSEWORK

- Advanced 3D Computer Modeling
- Advanced 3D Computer Animation
- Visual Design for Film/Animation
- New Media Narrative
- Applied Digital Photography

RELEVANT EXPERIENCE

Sega Nerds

Feb. 2017- Present

Staff Writer

Online

- Write daily news articles about Sega, the Sega community and indie developers
- Upload video and screen captures to the website's database
- Create the design and layout for news articles to make ready for publishing

ADDITIONAL EXPERIENCE

Harvest Food & Outreach Center

Jan. 2015-April 2015

Volunteer

Fort Pierce, FL

- Created and printed flyers for events with Adobe Photoshop
- Maintained computer hardware and software for efficiency
- Provided customer service, training, and client referrals for community resources
- Organized and stocked products for easy accessibility

SKILLS

Operating Systems: Windows, Mac, Linux

Technical: Proficient in Maya, Mudbox, Photoshop CC, After Effects CC, Muse CC

Experience with Lightwave 3D and WordPress