

Xury Greer

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OBJECTIVE:

To enter the video game industry with my technical 3D modeling skills.

SUMMARY OF QUALIFICATIONS:

- 2 years experience creating and preparing 3D art assets for use in game projects.
- Experience using Unity and similar game editors.
- Excellent understanding of 3D modeling, texture creation, and uv mapping.
- Game object and environment animation skills.
- Expertise using Maya, Blender, and Photoshop.

TECHNICAL SKILLS:

Broad computer skills: Maya, Blender, ZBrush, Unity. 3D Topology, UV Mapping, Rigging.
Adobe Creative Cloud: Photoshop, Illustrator, Premier Pro, After Effects, etc.

WORK EXPERIENCE:

Game Design Tutor, Lake Washington Institute of Technology - Kirkland, WA 2016 – 2017

- Assisted in the "Intro to 3D with Maya", and "Photoshop I" classes as an in-class tutor.
- Supplemented the teachers' lectures by answering questions, explaining new concepts, showing new techniques, and helping students get caught up.
- Hosted an after hours one-on-one tutoring lab for many subjects including Maya, Blender, ZBrush, Unity, Photoshop, After Effects, Premiere, and Illustrator.

Animation Teacher, DigiPen - Redmond, WA

2016 – 2017

- Rehired from a previously successful summer, and promoted from TA to Lead Teacher.
- Taught the 'Teen Animation' course for DigiPen's K-12 summer program 'ProjectFUN'.
- Built curriculum (assignments, rubrics, etc.) using Canvas.
- Created class materials (3D models and simple rigs) using Maya and Blender.

PROJECT EXPERIENCE:

Uplands - Created 3D environment assets - demoed at Power of Play, PAX, and GE2 2016.
Tales of Luneia - Created 3D characters - - demoed at PAX, and GE2 2017.

EDUCATION:

Digital Gaming and Interactive Media AAS-T, GPA 4.0 (Expected December 2017)

Lake Washington Institute of Technology - Kirkland, WA

Mastering Modeling in Blender Certificate, (December 2012)

CG Cookie, Inc. - Online Workshop

HONORS, AWARDS:

Outstanding Achievement in Technology for Digital Art - Award.
Awards for academic achievement - six consecutive quarters. Honors Society member.

INTERESTS:

Story Writing, Digital Video/Filmmaking, Game Design, Photography, Image Editing, Graphic Design, 3D Graphics, Motion Graphics, Animation, Computers, Technology.

