

Tanya Wiesner
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Employment Objective:

A position in creating and texturing innovative digital assets that is appropriate to the project concepts and goals of the company.

Education:

Bachelor of Science Degree in Video Game Design and Development

Brown College, Mendota Heights, MN July 2006- June 2009 GPA: 3.80

Skills:

- Can adapt to a given visual style
- Traditional and digital drawing abilities
- High and Low poly modeling
- Detailed texture creation for in-game assets

Software and Tools:

- 3d Studio Max
- 8+ years Photoshop
- Adobe Illustrator
- Adobe Flash
- Dreamweaver
- Unreal Engine Level Editor
- Torque 2D/3D
- Zbrush

Related Experience:

Texture Artist Intern, Preferred Interactive Inc, April 2009- June 2009

Unwrap and create realistic furniture textures to be used in architectural and interior design showroom applications. www.preferredinteractive.com

3d modeler/texture Artist, January 2009 - March 2009

TKDA Proof of Concept

Created three realistic office furniture models as well as modeled two empty office rooms to be used in video concept of an interior design software application

Technical Artist, July 2008 - December 2008

Across Time – Torque Game Engine

Assist art team with technical issues and inefficiencies in the creation of an educational video game targeted toward young children as well as work with programmers to troubleshoot and fix errors in the c++ language

Work Experience:

Freelance Graphic Designer, Foundation 15, August 2009- September 2009

Design a logo for St. Francis Community Pride Bank's Foundation 15 Scholarship program.

Freelance Graphic Designer, A Brighter Smile Dentistry, June 2009- current

Design, implement, and maintain company website for A Brighter Smile, Family and Cosmetic Dentistry located in Shreveport, LA using flash and html.