

Tanya Wiesner

Phone: (763) 486-6057

Email: tanya.wiesner@gmail.com

Site: www.tanyawiesner.com

Employment Objective:

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

Skills:

- Can adapt to a given visual style
- Ability to think creatively to resolve technical challenges and limitations
- Traditional and digital drawing abilities
- Detailed texture creation for in-game assets
- High and Low poly modeling

Software and Tools:

- 3d Studio Max
- Zbrush
- Photoshop
- Adobe Illustrator
- Adobe Flash
- Unity
- Unreal Engine Level Editor
- Torque 2D/3D
- Gamebryo Lightspeed

Scripting languages:

- Knowledgeable in C++
- Html
- Maxscript
- Actionscript 2.0 & 3.0

Experience:

Senior Technical/3d Artist, Zivix, December 2009- Current

Responsible for modeling, texturing, rigging 3d assets while working closely with developers to ensure all 2d and 3d art meets minimum requirements. Taught art team how to use game tools as well as create or acquire any necessary tools for artists. Build and maintain company owned websites with internal team.

Self-employed Freelance artist, June 2006- Current

Self employed artist creating works of art for local clients. Works include portraits, paintings, and illustrations.

Short Term Contract Artist, Preferred Interactive Inc, March-2010

Create realistic seamless textures to be used in architectural and interior design showroom applications

as well as cut and separate images provided to company to be incorporated into stated company applications.

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

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

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

Design, implement, and maintain company website for A Brighter Smile, Family and Cosmetic Dentistry located in Shreveport, LA using flash and html. <http://absdentalcare.com/>

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

Education:

Bachelor of Science Degree in Video Game Design and Development

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