

Em Wenzel

Character Artist & Modeler
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Objective

To use the skills I have developed in concept art, and technical skills for the creation of your video game concepts or in any related industry.

Education

The Illinois Institute of Art - Schaumburg

- Bachelor of Arts -
Game Art and Design 2014

Skills

Technical

- Autodesk Mudbox & 3Ds Max - Asset modeling & character modeling
- Adobe Photoshop - digital painting & image manipulating
- Adobe Illustrator - vector based art & logos
- Adobe InDesign - page layouts
- Screen printing & printing press knowledge

Traditional

- Concept & Life Art- pencil & ink drawings
- Some sculpting and painting knowledge

Work Experience

*Legoland (Food and Beverage MC) *** November, 2011 - Present*

- cashier and ring sales
- food preparation
- providing excellent customer service
- provide a clean and well maintained work space

*Safariline (Social Networking) *** June, 2009 -July 2011*

- *graphic and web page design*
- social network development
- preparation for and attendance of trade show
- basic office duties

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