

Zachary Russell
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I am a fresh college graduate who is looking for work. Paid internship, small contract modeling, or an entry level in house modeler? It does not matter; I want to work for you!

Objective: I want to create fantastic assets for use in your AAA game titles. While creating these things for you, I hope to pick up some knowledge from your artists who have more experience than I.

About me: I am college trained to create polygonal mesh's using these programs; Maya 8.0, 8.5, or 2008 (1½ years), in combination with Photoshop CS, CS2 or CS3 (3+ years), for next generation video game creation. I attended Cedar Valley College for 2½ years. I graduated with an associate's degree in computer design, and a specialty certificate for computer design. I enjoy challenges, and that is what modeling gives me. My graduating GPA is 3.385, and I took many tradition art classes while in college. Some of those classes include print making, 2D design, and drawing 1 through 3.

Work history: Waxahachie ISD Substitute teacher Dates: January 2009 – present
411 N. Gibson Street
Waxahachie, TX 75165
972-923-4631

August 2006-December 2008 I attended college.

ATK North America Dates: August 2003 – August 2006
1102 W.N. Carrier Parkway
Grand Prairie, TX 75050
972-647-1400

Reason for leaving: start College

Mods: Modification projects I have been associated with.

[Http://ProjectPhiDev.com](http://ProjectPhiDev.com) – [Http://Silgrad.com](http://Silgrad.com) – [Http://MEKClan.net](http://MEKClan.net)

Education: I have an Associates degree and a specialty certificate in computer design. I am also constantly learning from the member of the mod teams I work with.

References: Available upon request **Salary:** Negotiable/Cheap

Thanks to you for looking at my resume, and I hope you will seriously consider me for any kind of opportunity you may have.

-Zachary Russell