

EDWIN RODRIGUEZ

www.edwinarts.com

(626)393-3816

SKILLS

Flash, 3D Max, Maya, After Effects, Photoshop, Illustrator, Unreal 3 Engine, Source Engine (Hammer Editor), Unity, Marmalade, Microsoft Office, LUA, ActionScript 2.0

OBJECTIVE

Seeking a Technical Designer / Technical Artist position (or similar role).

EMPLOYMENT HISTORY

Trilogy Studios, North Hollywood, CA

February 2008 – October 2011

Technical Designer

Harold and the Purple Crayon (iPad), *Harold and the Purple Crayon North Pole* (iPad), *Despicable Me* (iPad), *Lady Bug Girl* (iPad)

- Performed variety of tasks that included design, art, tech art, to some light programming/scripting
- Scripted events and triggers (LUA script)
- Rendered the final art for engine integration
- Animated using Flash
- Created story boards

Technical Artist

Main Street (Virtual World)

- Developed tools using MEL script to transfer assets from Maya to Unity
- Created a more streamlined pipeline for efficient workflow

Designer / Technical Artist

Kung Fu Panda World (Virtual World)

- Integrated artwork into the engine, ensuring correct gameplay and aesthetic
- Worked with internal and external cross-functional teams to complete project milestones and deliverables
- Contributed to design document writing

Designer

MTV - Pimp My Ride (Virtual World), *MTV – Virtual Lower East Side* (Virtual World)

- Created interactive prototypes
- Produced design documents, laid out 3d geometry for levels and adjusted
- Created reels of the projects to showcase the companies work.

CONTRACT EMPLOYMENT

Electronic Arts, Playa Vista, CA

March 2007 – June 2007

Designer (Contract)

Medal of Honor: Airborne

- Designed environments that created fun and exciting gameplay.
- Created objectives and matinee using Kismet (Unreal 3.0)
- Managed levels which included: level design, triggers, and objectives
- Worked with A.I. behavior and positioning of A.I.

Isopod Labs, Santa Monica, CA

October 2006 – December 2006

Environment Artist (Contract/Internship)

Vigilante 8 (Xbox Live)

- Modeling and texturing 3D environments for vehicular combat remake.

EDUCATION

The Art Institute of California, Los Angeles, CA

2005 – 2007

Game Art & Design