Juan Gonzales
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EDUCATION

The Art Institute of Phoenix
Bachelor of Arts, Game Art and Design December 2008

PROJECTS

Gamers Alliance December 2005 – September 2006
- Vice President
- Duties Included
  - Scheduling meetings
  - Creating work schedules
  - Story and Level lead design
  - Keeping continuity within the art

SKILLS

Photoshop
- Rendering Color
- Photo Manipulation
- Texturing
  - Realistic
  - Stylized
  - Photo Referenced

3ds Max
- Modeling
  - Organic (intermediate)
  - Hard Surface
- Unwrapping
- Lighting
- Rendering
- Projection Mapping

Maya
- Intermediate in
  - Hard Surfaces
  - Character Modeling
  - Sculpting

Unreal Editor
- Advanced
  - Importing
  - Applying textures
  - Level layout
- Intermediate
  - Lighting
  - Kismet Animation
  - Material Editor
  - Particle Effects

Other Skills

3d Unfold, Crazy Bump, Dreamweaver, Illustrator (intermediate), After Effects
Microsoft Office (Word, Excel, Power Point), Quality Assurance Testing (All platforms)
Ability to learn programs quickly, becoming both proficient and efficient within them

WORK EXPERIENCE

Rem X Staffing/THQ (2-Titles)	Quality Assurance Tester	Phoenix, AZ	May 2009 – Nov. 2009
QA Coordinator - Omar 602-626-2902			
The Operations Center	Telephone Surveyor	Phoenix, AZ	Jan. 2006 - April 2006
Grant for Elementary tutors	Tutor	East Chicago, IN	Feb. 2005 - June 2005