

Jon Medwid

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Objective

To obtain an entry-level position utilizing my skills in modeling and design on a professional team in order to produce quality projects as well as procure as much knowledge as possible.

Technical Qualifications

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|------------------------------|---------------------------|----------------------------------|
| Autodesk Maya 7 – 2010 | Adobe Photoshop 7.0 – CS4 | Windows 95 – 7 |
| Autodesk Mudbox | Adobe Dreamweaver | Windows Server 2000 – 2008 |
| Epic's Unreal Editor 3 / UDK | Adobe Flash | Microsoft Office Suite 95 - 2010 |
| ZBrush | Adobe After Effects | Mac OS 9 - 10.5 |
| CrazyBump | Final Cut Pro | |

Skills

Photoshop: Create concept art. Paint textures. Create diffuse, normal, specular and bump maps
Maya: High and low-res models including characters, hard surface and environmental
U3E / UDK: Level design using BSP and static mesh; shader nodes, particles, Kismet and Matinee
Adobe CS Suite: Video editing, logo creation, website and UI design
Traditional Art: Hand drawing, painting, printmaking, ceramics and metal work
IT: Operating system rebuilds, network infrastructure management, file management
Excellent communicator, leadership skills, strong organizational skills, hardworking

Experience

Morgue (school project) **2008**
Developed level including background story, concept art, blue printing, modeling, texturing and building game level in Unreal Editor 3 as a solo project.

Clash of New Olympus (school project) **2009**
Established a completed game concept as Project Lead over nine others; developed background story, concept art and professional PDF presentation that is currently used as an example at Ex'pression open houses.

The Club (school project) **2009**
Demonstrated ability to interpret another's concept work and translate it into a scene using my own modeled assets, textures and lighting as a solo project.

America's Army 3 **2009**
Participated in focus groups, tested play through of the tutorial portion of the game. Provided feedback on ease of comprehension and playability.

BioShock Study (personal project) **2010**
Recreated 3D scene based on concept art from external source. Interpreted all aspects of the scene from modeling and texturing to lighting and camera angle.

Employment

Portable CIO, Inc Alamo, CA **June 2003 - Present**
Office Supervisor / Computer Technician
Manage and schedule on and off-site technicians. Assign individual technicians to specific job sites based upon their skills sets. Receive current and new customer orders. File management and system optimization on PC and Mac platforms. In depth desktop hardware building and configuring. Laptop hardware replacement. Setup of Hosted Exchange.

Education

Ex'pression College for Digital Arts **June 2007 – Oct 2009**
Bachelors of Applied Science – Game Art and Design – Graduated Salutatorian

References available upon request