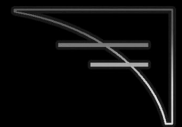




GREG ANDERSON

3D Modeler



Program Skills

Maya: 3D modeling environment props, vehicles, buildings, can also do characters, but prefer creating vehicles and props. Unwrap models for texturing.

Photoshop: Create textures for models, paint or manipulate pictures, drawings or photos.

Premiere: Compile files for creating animation or movies.

Unreal Editor: Importing models for games, create minor shaders.

Education

The Art Institute of Seattle Graduated Bachelor's Degree: Game Art Design Dean's List Honor Student	Seattle, WA	2009
Special Warfare Qualification Graduated	USS Bonhomme Richard LHD 6	2003
Ship Self Defense Force Training Graduated	San Diego, CA	2002
Naval Ship Fire Fighting School Graduated	San Diego, CA	2002
OS "A" School (NAVY) Graduated Special Operations Security Clearance Classification: Secret	Virginia Beach, VA	2000

Employment

Harvey's Auto Service Supervisor	Seattle, WA	2004 - 2006
United States Navy OS2 (SW) Ships: Uss Bonhomme Richard LHD 6 USS McCampbell DDG 85	San Diego, CA	2000 - 2004
Big Gib's Grocery Supervisor	Republic, WA	1997 - 2000

