

Michael Keon

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Objective An entry-level 3D Texturing, 2D artist, or 3D Modeling position with a medium-sized business.

Education Bachelor of Science *May 2005*
University of Dubuque Iowa
2000 University Avenue • Dubuque, Iowa 52001 • 563-589-3000
• Major: Computer Graphics and Interactive Media

Skills/Abilities **3D Modeling/Texturing**

- Comfortable creating high and low poly models using Discreet 3D Studio Max
- Knowledgeable in 3DS Max standard materials
- Knowledgeable UVW mapping procedures
- Aware of how various digital image formats translate onto a 3D surface

2D Art

- Advanced using Adobe Photoshop in tandem with a tablet as well as traditional artist tools for creating images
- Able to show prospective work plans through sketches
- Advanced in creating seamless as well as non-tiling textures

Other Talents and Abilities

- Currently Lead Texture Artist for “Unreal Annihilation” UT2004 Mod
- Directed a team of seven in producing a short animated 3D film
- “Best of Show” *The Edge* Art show 2005
- Student “Addy Award” Winner of 2001 and 2002
- Acutely knowledgeable in Adobe Photoshop and Illustrator
- Experienced in logo design
- Comfortable creating WebPages in Macromedia Dreamweaver and Microsoft FrontPage
- Aware of processes involved in Print Media
- Dean’s List

Software Knowledge	Adobe	3D Related	Misc.
	Photoshop CS Image Ready Illustrator CS After Effects 6.5 Premiere 6.0	3D Studio Max Character Studio Deep Paint 3D UnrealEd v3.0	Windows XP Mac OSX Linux Mandrake and Redhat Microsoft Office Sound Forge The Gimp Dreamweaver Painter IX

References	Allan Garfield Associate Professor of Computer Graphics-Interactive Media and Department Chair (563) 589-3717 agarfield@dbq.edu	Lewis Mayfield Instructor of Computer Graphics and Interactive Media (563) 589-3189 lmayfiel@dbq.edu	Gregory Holdener Assistant Professor of Computer Graphics and Interactive Media (563) 589-3413 gholdene@dbq.edu
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