



Email	williamjreid@live.com
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Summary	I really enjoy doing both character and environment work, and I am excited over the possibility of both roles. I am good at picking up new programs and techniques. I always want the art I create to be better, so I try to find the ways increase the quality of my work.
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Skill Sets	Skills	Software
<ul style="list-style-type: none"> modeling texturing traditional drawing digital painting 	<ul style="list-style-type: none"> Story boarding traditional animation 3D animation skinning rigging 	<ul style="list-style-type: none"> 3D studio Max Unreal Engine After Effects Premier Flash Combustion Avid Maya Zbrush Mudbox Photoshop Corel Painter

Education	<p>DigiPen Institute of Technology Redmond, WA 2006-2010 Bachelor of Fine Arts</p> <p>College of the Redwoods Eureka, CA 2002-2005 AS in Digital Media</p>
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Recent Jobs	<p><i>3D Artist at Zombie Studios</i></p> <p>Worked on AAA title creating props, implementing into Unreal Engine, exporting and importing assets into game</p> <p>Oct 2011 - Feb 2012</p> <p><i>3D Artist at Valkyrie Entertainment</i></p> <p>Work on characters, environments, props, for multiple games (AAA and casual), implementation into Unreal Engine</p> <p>Feb 2010 - May 2010</p> <p><i>Environment artist for DigiPen game team</i></p> <p>Modeled and textures props, created background paintings</p> <p>Fall 2009 - Spring 2010</p>
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