

NaRee Song

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OBJECTIVE:

To be part of an environment art team at a game studio.

SKILLS:

Software:

3d Studio Max, Maya, Adobe Photoshop, Unreal Editor 3, Zbrush3, Macromedia Dreamweaver, Crazy Bump, xNormal

Skills:

High/Low poly 3d modeling, Projection Mapping, Creating diffuse, spec, spec color, normal, and emissive maps, Unreal 3 editor.

EXPERIENCE:

Environment artist at **Liquid Entertainment** for *unannounced project* *Jan. 2009 – present*

- *Modeled and textured assets throughout the game*
- *Helped set dress levels*

3D artist at **Technicolor Interactive Services** *Dec. 2008 – Jan. 2009*

- *Modeled and textured assets for various environments used for various projects in production*

Background artist at **Electronic Arts** for *Tiberium* *July 2008 – Sept 2008*

- *Modeled and textured assets used throughout the game*
- *Set dressed different areas of the levels*

Art Intern at **Liquid Entertainment** for *Rise of the Argonauts* *April 2008 – June 2008*

- *Created and placed assets and retouched textures*
- *Helped setup matinees and kismet*
- *Optimized meshes and textures*

Intern at **Isopod Labs, Inc.** for *Vigilante 8 Arcade* *Oct. 2006 – April 2007*

- *UVmapped various assets in different levels of the game*
- *Created collision boxes for destructible models in the game*

Environment artist for **Game Wizards** production team

- *Art lead for **Mythos** – UT2K4 mod* *Sept. 2006 – June 2007*
 - *Trained and provided art direction for a team of 40+ people*
 - *Created various assets and tileable textures throughout entire mod*
- *Environment artist for **Detox** – Unreal3 mod* *June 2007 – Dec. 2007*
 - *Created and textured 3d assets for the mod*
 - *Worked closely with the art lead to help create the environment*
- *Environment artist for **Legion** – Unreal3 mod* *Jan. 2008 – March 2008*
 - *Created and textured 3d assets for the mod*
 - *Worked closely with the art leads to help create the environments*

EDUCATION:

Bachelor of Science, Game Art & Design, **The Art Institute of California–Los Angeles** *2005-2008*
Santa Monica, Ca.

Related Coursework:

- Level Design (UT2K4/Unreal 3)
- Character Rigging (3D Studio Max)
- Adv. Lighting & Texturing (Maya)
- 3D Studio Max Lighting
- Game Modeling
- Game Production

Associate in Art, Liberal Art, **Los Angeles Mission College** *2002-2005*
Sylmar, Ca.

Related Coursework:

- Game Scripting (Macromedia Flash)
- Web Design (Dreamweaver)
- Image Manipulation (Photoshop)
- Life Drawing
- Video Editing (Final Cut Pro, Adobe Premier)