



STEVE ALAN STRICKLAND JUNIOR
A GAME ART & DESIGN ENVIRONMENT ARTIST

PORTFOLIO AT SASJR.COM

SKILLS & QUALIFICATIONS

- Low and High Poly Modeling in 3D Studio Max, Maya, and ZBrush
- Texturing – Photo source or hand painted using Photoshop and ZBrush
- Proficient in Diffuse, Specular, Normal, Opacity and other maps
- Game Engines such as Unreal and Unity
- Effective at working with a team

EDUCATION

Bachelor of Arts with highest honors, GPA 3.8, Game Art & Design; June 2009
The Art Institute of Phoenix; Phoenix, AZ

- Specialized in environment art
- Took classes in Team Production I - III, Advanced Lighting and Texturing, Hard Surface and Organic Modeling, Background Design and Layout, etc.

EXPERIENCE

Internship; September 2008 – January 2009
Martin Arts; Seattle, WA

- Create props and weapons for a future unannounced game title
- Meet all deadlines by sending files by due date
- Worked closely with a team to produce assets that met specifications and performance goals

Graphic Designer; October 2007 – September 2008
The Art Institute of Phoenix; Phoenix, AZ

- Create advertisements for school events
- Worked with existing art to match established identity

AFFILIATIONS

President of School Organization; October 2008 – June 2009
Student Game Developers Association; Phoenix, AZ

- Manage student competitions every 3 months (*Game Jam*), where I coordinated design, art, and programming
- Encouraged students to enter competitions, ran tutorials, built community
- Ran on-campus meetings