John Miller

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OBJECTIVE

To pursue a character art position in the Game Industry.

EDUCATION

Art Institute of California - San Francisco 2008-Present	• Game Art and Design BS	San Francisco, CA
Cuesta Community College 2004-2006	• Graphic Design and Art	San Luis Obispo, CA

WORK EXPERIENCE

Game Prototyping Course March - June 2010	• **Producer/Game Designer** • Kept Art, Design, Level and Tech teams on task with weekly work. • Completed QA checks on art, assets and design choices. • Documented students performance in class as well as providing reports to teacher. • Daily Scrum.	San Francisco, CA
Tutor June 2009 - Present	• **Tutor in Maya, Zbrush, Photoshop, UDK and 3D Technical Art** • Setup times to meet students and help them with projects. • Created crash-course curriculum for getting students up to speed on different tasks. • Topics taught;Texturing in Photoshop, Rigging in Maya, Zbrush Theory and Practice, UDK, Level Design, Crazybump, Unwrapping, Baking maps.	San Francisco, CA

SOFTWARE

- Maya
- Photoshop
- Zbrush
- UDK
- Crazybump
- 3DCoat
- XNormal
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