

Jesse Thoe

Seattle, WA

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OBJECTIVE:

Seeking a position that allows me to utilize my creative and technical skills in the design field, specializing in 3d modeling, computer programming, web design and artistic creativity.

EDUCATION:

The Art Institutes International Minnesota, Minneapolis MN
Bachelor of Science degree in Media Arts & Animation

March 2007

SKILLS:

3D and Video Software

- AutoDesk 3D Studio Max
- AutoDesk Maya
- Adobe After Effects

Artistic and Web Design

- Adobe Photoshop
- Dreamweaver
- Flash
- MS Office Suite

Programming and Game Engines

- Visual Studio C++/C#
 - DirectX / Direct3d 9
 - Nvidia FX Composer
 - Renderware Graphics
 - Valve Steam/Source
 - Unreal Engine 2
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EMPLOYMENT HISTORY:

VMC, Seattle, WA

October 2009 – Present

Game Tester

- Completed test cases as assigned by the lead testers, including both hardware and software.

Misc, Minneapolis, MN

March 2007 – Present

Freelance Work, Various

- Individual freelance contract projects, for free and profit. Work is primarily 3d modeling and rendering, with some programming (C/C++, Direct3d 9 + HLSL, ActionScript).

Whoop Design, Minneapolis, MN

April 2005 – December 2005

Project Lithium

- 3D modeling and texturing of cityscapes for use in a CG-quality 3d rendered promotional short.

Canopy Games, Minneapolis, MN

September 2004 – Nov 2004

Intern

- 3D modeling and texturing of low-poly game-ready cars and accessories / upgradeable parts, for use in a Renderware-based racing game. Game was released spring 2006.

ACTIVITIES:

Vice President, Game Design Club

April 2005 – March 2007

The Art Institutes International Minnesota

- Duties included: Modeling, rigging and texturing, my own and others art assets for export to the HL2 (Source) game engine. Also wrote the file exporter we used for 3D Studio Max.