

Jesse Thoe

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OBJECTIVE:

I am seeking a position that allows me to utilize my creative and technical skills in the Game or Interactive Software design fields with an emphasis on 3d modeling, programming and other related creative positions.

EDUCATION:

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

March 2007

SKILL SETS:

Programming and Game Engines

- C/C++, C#, HLSL
- DirectX / Direct3d
- FX Composer
- Renderware Graphics
- Source (Valve)
- Unreal Engine

3D and Animation

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

Design and Web

- Adobe Photoshop
 - Dreamweaver
 - Flash
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EMPLOYMENT HISTORY:

Volt (VMC), Seattle, WA
Software Tester

October 2009 – Present

- Completed hardware and software test cases as assigned by leads.

Misc, Minneapolis, MN
Freelance Work, Various

March 2007 – Present

- 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
Project Lithium

April 2005 – December 2005

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

Canopy Games, Minneapolis, MN
Intern

September 2004 – Nov 2004

- 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
The Art Institutes International Minnesota

April 2005 – March 2007

- Duties included: Modeling, rigging and texturing, my own and others art assets for export to the HL2 (Source) game engine, and writing the mesh exporting tools we used for 3D Studio Max.