

# Jesse Thoe

Kirkland, WA

3D Modeler, Technical Artist

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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 or other related creative positions.

## Education:

Bachelor of Science in Media Arts and Animation

2007

*The Art Institutes International Minnesota, Minneapolis MN*

## Skills:

- 3D modeling texturing, lighting and rendering with Autodesk 3ds Max, Maya, and Photoshop, in a variety of art styles
- Android and Windows app and shader development with C,C++ and DirectX/Direct3D using Visual Studio, Android SDK with Eclipse and OpenGL ES, and Unity 5
- Website development and maintenance with HTML, Javascript/WebGL and Php

## Employment History:

Turn 10 (Affirma), Redmond WA

June 2014 – September 2015

*Software Test Engineer*

- Performed QA Testing and content pre-validation on assets as QA Test Lead
- Planned, wrote and executed test cases for asset testing
- Worked with SDETs to develop and ensure optimal Tools and Automation workflow

VMC (Volt), Redmond WA

October 2009 – May 2014

*Tester*

- Performed blackbox testing and data gathering functions of hardware and software test cases as assigned by the test leads.
- Reproduction tester, assigned to gather information about bugs, write new bug reports and modify or write new test cases as required.
- Experienced with Xbox TCR compliance and certification process

Freelance Work, Seattle-area WA, Minneapolis MN

March 2007 - Present

*Artist, Coder, Misc*

- Individual freelance contract projects for free and profit. The work is primarily 3D modeling and rendering, with some programming (C/C++, Direct3D + HLSL, ActionScript + HTML).

Whoop Design, Minneapolis MN

April 2005 – December 2005

*Artist, "Project Lithium"*

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

Canopy Games, Minneapolis MN

September 2004 - November 2004

*Intern, "Vehicle Artist"*

- 3D modeling and texturing of low-poly, game-ready cars, accessories, and upgrades for used in a Renderware-based racing game. This game was released spring 2006.