

**Rick Austinson**



# ENVIRONMENTAL & ASSET ARTIST

**Richard Duane Austinson III**

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## Objective:

To obtain a position as an environmental modeler in the game industry.

## Skills:

### Art:

**3D Environmental/Asset Artist, Texture Artist, Graphic Design**

### Design:

**Game, Level, and Story design.**

### General:

**Videography, Photography, Teaching.**

### Software:

**Autodesk: 3D Studio Max ver. 6-2009, Maya ver. 5-2008, Adobe Photoshop ver. 7-CS3, Adobe Premier ver. 6-pro, Adobe AfterEffects ver. 6-CS3.**

### Game Engines:

**UnrealEd 2004, Torque, Torque Game Engine Advance**

## Experience:

January 2006 – January 2007 Mindfactory Productions  
\* 3D Modeler-environments and props

February 2005 – Present: Computer teacher at Cornerstone Christian School  
\* Taught basic computer skills and usage to 2nd-8th grade students

Summer 2004/2005 – 2007: "Let's Compute Class"  
\* Freelance technical agent doing repair and maintenance of home and small business systems.

Fall 2004 – Present: Computer technician at Cornerstone Christian School  
\* IT networking maintenance and repair, general troubleshooting, desktop support.

## Education:

ITT Technical Institute of Oxnard 2007  
Bachelor's Degree in Digital Entertainment and Game Design

## Other Skills:

**Author;**

**The Path to Ascension, ISBN: 978-1434305633**

**Author of the Gust, ISBN: 978-1434366160**

