

**Jeremy Carroll**  
128 S. Franklin Street  
Fleetwood, Pa 19522  
(912) 227-1854  
jeremy@jeremycarroll.com  
www.jeremycarroll.com

## Objective

To seek a position in a challenging and positive work atmosphere as a 3D artist.

## Summary of Qualifications

- Teamwork and leadership experience
- Excellent public speaking skills
- Hard working and driven
- Fast integration into production pipelines
- Skilled in Visual Effects and Game Design
- Adaptable to a variety of 2D and 3D tools

## Education

2002-2006 Savannah College of Art and Design, B.F.A. in Visual Effects with a minor in Interactive Design and Gaming.  
*magna cum laude*, GPA 3.8/4.0

2000-2002 Kutztown University, Graphic Design

## Software Experience

Autodesk Maya v5-2008	Autodesk 3DS Max v9	Adobe After Effects v5-7	Adobe Photoshop v5-CS3
Pixologic ZBrush	Discreet Houdini v6	Unreal Engine 2.5-3	Source SDK
Adobe Illustrator 6-CS3	Adobe Indesign CS2-CS3		

## Professional Experience

**Lead Artist**, 2006 Montco Advertising Specialties, Norristown, Pa July 2006 - Present

- Assisting various clients with advertising design needs and overseeing all production in the art department.
- Duties include: graphic design for in-house company projects and clients, proof sheet creation, art revisions, digital printing and maintaining the art department's production pipeline.

**Artist**, Village The Game, July 2007 – March 2008

- Updated existing artwork and created new artwork for both screenshots and working demo.
- Duties included: updating present prototype UI, modeling/texturing objects for working demo, recreated/updated various other art assets for marketing screenshots and demo.

**Conference Associate**, 2006 Game Developer's Conference, San Jose, Ca March 2006

- Served as a volunteer conference associate assisting in conference set up and the running of sessions.

**Lead Texture Artist**, Forever Bound: Half-Life 2 Mod, Savannah, Ga January 2006 – March 2006

- Supervised all texture creation and compiling for the mod.
- Duties included: assisting all team members with texture creation, compiling, and implementation in the engine. Assisted with level lighting, game design, and modeling and texturing various environment objects and weapons.

**Graphic Designer/Photo Retouch Artist**, Elegant Moments, Inc., Peckville, Pa July 2004 – January 2006

- Worked as the lead graphic designer and photo retouch artist on all printed and digital media for the company.
- Duties included: photo retouching, digital photo manipulation, page layout, and corporate identity.

## Awards/Honors

Participated in a total conversion Half Life 2 mod over the winter and spring of 2006. 11 person team received these awards at the Game Developer's Exchange in Atlanta, May 2006.

- GDX 2006 - Best in Show, Best Game Mod, Best Game Trailer