

James Lewis
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Objective:

To obtain a role in a studio passionate about creating highly detailed in-game environments and hard-surface props.

Software:

Focus: MayaLT, Substance Designer, CryEngine V, Unreal Engine 4, Marmoset Toolbag, Plastic SCM.

Skills:

PBR Texturing, Level Design, Hard Surface Modeling.

Education:

California State University
Northridge Northridge, CA
12/2014
B.A. Art

Projects: **Vittra** 2/2016 - 3/2016

- Authored tiling textures and props with MayaLT, Bitmap2Material, and Photoshop.
- Worked with team to design levels and authored master material in Unreal Engine 4 to completed project in 3 days.

Work Experience:

Azure Network Engineer, Mindtree/Microsoft
Redmond, WA 3/2016 - present

- Collaborate on cross-team and cross-product technical issues by working with resources from other groups to resolve customer issues. Report software bugs and customer suggestion to the product group.

TechLink Mobile, Unisys/Microsoft
Redmond, WA 8/2015 - 3/2016

- Worked in Mobile Tech link supporting Microsoft Full Time employees. Set up laptops for FTE.