

# Craig Wells

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<b>Objective</b>	Graduate student with production and design experience seeking an entry-level production position in the video game industry.	
<b>Education</b>	<b>Carnegie Mellon University – Entertainment Technology Center, Pittsburgh, Pennsylvania</b> Master of Entertainment Technology - The MET is considered a professional, terminal degree conferred by the School of Computer Science and College of Fine Arts.	<i>Anticipated May 2011</i>
	<b>University of Arizona, Tucson, Arizona</b> Bachelor of Fine Arts, Fine Arts Studies	<i>Graduated May 2004</i>

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## Academic Experience

### **Empyrean 2D, Producer** (current project)

- Working on a team of 6 people developing a game for the iPad based on the Dragon Age franchise
- Coordinate with our client EA2D in all communications
- Implement a modified agile development process

### **Heavy Metal : Terrain Shaping Prototype, Producer** (Fall 2010)

- Worked on a team of 4 people researching terrain deformation techniques in a 3D engine which includes development of a prototype and user interface
- Coordinated with our client Caterpillar, Inc in all communications
- Prepared a cost-benefit analysis of various game engines for possible use in future projects or products

### **Panda LE, Producer** (Summer 2010)

- Worked on a team of 7 people developing a Level Editor for the Panda 3D Game Engine
- Managed both artists and programmers to build the editor and a demonstration environment

### **Interactive Immersive Installations (I3), Architectural Designer** (Spring 2010)

- Worked on a team of 9 people to design and build a 2-Story Structure for CMU's Spring Carnival in April 2010
- Designed and incorporated 3 interactive pieces including a motion floor, multi-touch floor and a Pepper's Ghost effect
- Repurposed design of interactive pieces and presented at local dance company fundraiser

### **Manifest Destiny, Game Designer, Artist, Programmer** (Spring 2010)

- Two player board game using a resource management game mechanic
- Go-Like strategy game

### **Building Virtual Worlds Class** (Fall 2009)

- Worked on multiple 4 person teams to develop virtual worlds in two week time periods as an animator and modeler
  - Used multiple technologies including, head mounted displays, playmotion and wiimotes
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## Skills

<b>3D Design</b>	3D Studio Max, Maya
<b>Game Engines</b>	Panda 3D, Ogre 3D
<b>Post Production</b>	Final Cut Pro Suite including Final Cut Pro, DVD Studio, and Compressor; Adobe Creative Suite including Photoshop, Illustrator, InDesign, Premiere, and After Effects
<b>Office Mgmt</b>	MS Office including Excel, Word, PowerPoint, Visio, Project and Outlook; Filemaker
<b>Programming</b>	Python (intermediate)

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## Professional Experience

### **Office Manager, Drisko Studio Architects, Inc (Santa Monica, CA)**

*Dec 2007 - Aug 2009*

- Helped manage upwards of 20 consultant contracts for multiple concurrent projects
- Reviewed all contracts with commercial and public clients worth \$5,000 to \$5,000,000
- Maintained budgets for architectural projects ranging in cost from \$50,000 - \$7,000,000
- Contributed creatively on multiple projects through drafting, graphic design

### **Office Manager, Psychic Bunny, Inc (Los Angeles, CA)**

*April 2006 - Nov 2007*

- Designed and maintained client invoicing database
- Helped obtain and maintain signatory status with SAG
- Contributed creatively on multiple projects through animation, editing, casting, and coordination