

Peter Turner
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EXPERIENCE:

Senior Modeler, 2K Marin *Novato, CA Oct 2012 - present*

- Model and texture in game assets
- Create briefs, assign, and manage outsourcing production
- Lead a team of artists doing visual polish on The Bureau
- Bug fixing and performance tweaks
- Assist team members with workflow and problem solving suggestions

Art Manager, 3D/2D Artist, Liquid Development *Portland, OR Feb 2005 – Oct 2012*

- Manage teams of artists creating art for games
- Develop strategies for completion of projects under aggressive timelines
- Self teach and create documentation for training of multiple proprietary engines
- Ensure that delivered art is consistent and meets or exceeds client needs
- Act as 3D and 2D artist as well as compositing for visual effects

Web Developer, Graphic Artist, Animator, FosterClub *Seaside, OR Mar 2003 – Apr 2005*

- Plan, develop, test, administer, and maintain network of FosterClub sites
- Determine project feasibility, recommend alternatives and solve problems
- Production of interface, graphics, illustration and image manipulation
- Layout of print items for newspaper, magazines, and billboard ads
- Creation of internet based training programs including grade books and tracking

Special Studies Instructor, Astoria School District *Astoria, OR Jan 2003 – Mar 2003*

- Developed and taught special courses in Photoshop and Flash
- Encouraged youth to participate regardless of experience

Computer Instructor, Kosei Gakuen *Tokyo, Japan Jun 2001 – Jul 2002*

- Developed and deployed instructional plans
- Courses from basic computing to animation and digital imaging
- Graded, advised and led students through year of study

Faculty Trainer, FITT Center University of Oregon *Eugene, OR Oct 1998 – Jun 2001*

- Trained university professors and aides in wide range of hardware and software
- Provided support in developing curriculum utilizing technology in the classroom
- Offered advice on technology purchases and working methods

Assistant Teacher (Drawing for Media), University of OR *Eugene, OR Mar 2001 – Jun 2001*

- Interacted with students, offering advice and encouragement
- Gave lectures on drawing and storytelling techniques
- Provided support for the professor

EDUCATION:

Bachelor of Fine Arts, University of Oregon *Eugene, OR June 2001*

Concentration: Visual Design Graduating GPA: 3.89, Magna Cum Laude, Deans List

COMPUTER SKILLS:

High proficiency in computer graphic applications including: 3Ds Max, Photoshop, Unreal, Flash, Dreamweaver, Illustrator, After Effects. All MS Office products.

Additional skills in: Zbrush, Substance Designer, Maya