

Jon Rick
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SUMMARY OF QUALIFICATIONS

A creative, technical, and artistic individual with strong skills in modeling, texturing, scripting, and problem solving. Has the ability to fit within any production pipeline and works well in a team environment or independently. Extremely quick learner with the ability to pick up new software, programming languages, and techniques in a short amount of time.

SOFTWARE & SKILLS

- 3DS Max
- Mudbox
- Photoshop
- Unreal Editor
- Flash
- Action Script 2.0
- Premiere
- After Effects
- High & Low Poly Modeling
- High Poly to Low Poly Baking
- High Poly Sculpting
- Diffuse, Specular, & Normal Mapping
- UV Unwrapping
- Unreal Scripting
- PHP Programming
- MySQL & MSSQL

EMPLOYMENT

Hewlett-Packard - Lionbridge, *San Diego CA* Aug 2009 - Present
Test Engineer

- Interface between hardware and firmware developers to facilitate software progression
- Responsible for identifying code discrepancies and notifying developers of needed patch

Golden Era Productions, *Hemet CA* Sept 2008 – July 2009
Lead Flash Programmer

- Responsible for programming complex websites using AS 2.0 and the Gaia framework
- Instructed junior programmers on class creation, usage, and debugging
- Designed a code-based architecture for custom classes and dynamic functions

Golden Era Productions, *Hemet CA* July 2008 – Sept 2008
3D Artist

- Created high-poly assets for interactive 3D websites
- Populated environments with assets and props created by myself and other artists

Redmoon Classic, *San Diego CA* March 2004 - Present
Game Developer

- Maintains an online community of players both in game and on website forums
- Responsible for server stability, and custom tool scripting
- Manages a staff of Programmers, Game Masters, and Game Counselors
- Incorporated new game play elements including new items, item crafting, and quests

INDUSTRY EXPERIENCE

- Project Death Race – Game Prototype** 2010
- Modeled, sculpted, textured, and rigged main vehicle
 - Modeled and textured game props and assets with complex material shaders
 - Wrote custom classes to extend UTVehicle class for all vehicles in game
 - Blocked out complete level and set up terrain for racetrack
 - Set up and maintained Subversion control for all game assets
- Face Quest – Facebook RPG Minigame** 2008
- Programmed a Flash-based RPG within the Facebook API (Action Script 2.0)
 - Imported all game assets including art, sound, and dialogue
 - Wrote custom PHP backend to interface with Flash game
 - Designed and managed accompanying MySQL database
- The E.D.E.N. Project – Game Prototype** 2007
- Modeled and textured high and low poly props including weapons, vehicles, and environments
 - Co-authored game story, quests, and game design document
 - Coded and integrated both preexisting & custom unreal scripts and mutators to take the Unreal Engine from a first-person shooter to a third-person platform
 - Created, populated, and linked game levels within the engine
- Galaxy Trail – Flash Game Prototype** 2006
- Collaborated with team of six to create a “Space Themed” version of Oregon Trail
 - Independently coded a complete game (excluding mini-games) in Flash (Action Script 2.0)
 - Collected, managed, and implemented all game assets including art, sounds, and code
- Space Cadet – 80’s Style Side Scrolling Space Shooter** 2006
- Coded and created side scrolling space shooter in Flash using Action Script 2.0
 - Created, managed, and implemented all game assets independently

EDUCATION

The Art Institute of California, *San Diego CA*
Bachelors of Science, Game Art and Design

Dec 2007