

JOSEPH STIVALA

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OBJECTIVE

To obtain an artist position in video game development industry so I can use my skills to advance and grow.

SKILLS PROFILE

- Proficient in the use of programs
- Autodesk 3d Studio Max
- Autodesk Maya
- Autodesk/Softimage XSI
- Adobe Photoshop
- Adobe Dreamweaver
- Adobe Illustrator
- Valve Source Engine (Hammer)
- Able to create textures and graphics in Photoshop
- Knowledgeable of coding models and texture compiling files in the Valve Source Engine
- Able to communicate with groups of people in a clear and professional manner
- Able to listen and provide constructive feedback
- Knowledgeable in the creation and maintenance of websites.
- Limited knowledge of PHP coding and the implementing MYSQL databases

EMPLOYMENT HISTORY

3D Artist

3/2008-3/2009

Kuma Games LLC, New York, NY

- Creation of 3D assets to be used in Valve Source Engine Games.
- Successfully complete all jobs by time requested.
- Designed game levels for both First Person Shooters and Story based Machinima's
- Released 3D UAV Predator Mission that was implored in military marketing.
- Won the quarterly "Employee Suggestion Award" for "rush procedure".

Customer Service Representative

01/2008-03/2008

R&G Brenner Tax Consulting, New York, NY

- Accurately filed and entered customer information.
- Scheduled appointments for customers with tax preparers.

Sales Associate

10/2007-01/2008

Toys R US, Brooklyn, NY

- Assisted customer in finding the right toy to fit their needs.
- Stayed up to date on current toy trends

Graphic Design Intern

10/2007-01/2008

Billy Jean King Center, Queens, NY

- Assisted In-House sign fabricator in installation and maintenance of vinyl signs

EDUCATION

BFA: Computer Graphics

2007

New York Institute of Technology, New York, NY