

## John Gullledge | 3D Artist

San Diego, CA

Phone: 850-346-3731

Portfolio/Website: <http://johngullledge.com>

Email: [jgulledg@c.ringling.edu](mailto:jgulledg@c.ringling.edu)

LinkedIn: <http://www.linkedin.com/in/johngullledge>

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### 3D/GAMES EXPERIENCE

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#### Game Test Analyst

September 2016 – August 2018

*Sony Computer Interactive Entertainment*

- Use Sony PlayStation® 4 development kits in conjunction with Jira and DevSuite to identify critical, game breaking bugs to help developers fix and polish PlayStation®VR titles
- Identified and documented game-breaking bugs by incorporating knowledge of game art asset standards
- Ran GSCR and ESRB test cases for the Content and Ratings team on PlayStation®VR titles *Farpoint*, *Stifled*, and *Firewall: Zero Hour*

#### Freelance 3D Character and Prop Artist

May 2016 – June 2017

*Volok Games*

- Utilized Maya to model and rig player characters and various weapons within the targeted polygon limit
- Consolidated and accelerated the reviewed process for outsourced assets, increasing the turn-around time from a week to a few days

#### Remote Quality Assurance Tester

March 2014 – August 2016

*VMC Game Labs*

- Remotely tested online in-development multiplayer titles for PC
- Identified game-breaking bugs by incorporating knowledge of game art asset standards

#### Freelance 3D Character Modeler

February 2013 – May 2013

*Prairie West Software*

- Utilized Maya's creation tools to model, texture, rig and animate enemy characters and their run cycles
- Attained a 100 selling game on the Amazon Appstore in June 2013 – *Wabbit Wars*

#### Freelance 3D Character Modeler

April 2012 – August 2012

*Kaida Games*

- Utilized Maya's 3D creation tools to create assets a VR real estate agent app for Apple iOS devices
- Instructed the project manager on the usage of Maya, thereby accelerating the asset review process

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### EDUCATION

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#### Ringling College of Art & Design

May 2011

*Bachelor of Fine Arts in Computer Animation*

Sarasota, FL

#### Pensacola State College

December 2006

*Associate of Arts in Art*

Pensacola, FL

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### SKILLS & INTERESTS

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- Skills: Autodesk Maya, Adobe Photoshop, Adobe Premiere, Jira, DevSuite
- Interests: assembling model kits, learning Python, and tinkering with computers and electronic gadgets