

# John Gulledge

## 3D Artist

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

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## 3D/GAMES EXPERIENCE

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### Remote Quality Assurance Tester

March 2014 – June 2016

*VMC Game Labs*

- Remotely test online in-development multiplayer titles for PC
- Incorporate knowledge of game art asset standards to properly identify and tag bugs for easier reference

### Global First Party Quality Assurance Tester

August 2013 – September 2013

*Sony San Diego (SCEA)*

- Used Sony PlayStation 3 debug kits and DevSuite software, pinpoint and track critical bugs to help developers fix and polish *Beyond: Two Souls*
- Utilized knowledge of game art asset standards to properly identify and tag bugs for easier reference

### Freelance 3D Character Modeler

February 2013 – May 2013

*Prairie West Software*

- Used Autodesk Maya to model, texture, rig and animate enemy characters and their run cycles
- Work can be seen in *Wabbit Wars*, a Top 100 selling game on the Amazon Appstore on June 2013

### Freelance 3D Artist

April 2012 – May 2012

*Kaida Games*

- Modeled, UVed and textured 3D houses using Autodesk Maya for a VR real estate agent app on iOS
- Tutored head of studio on Maya's texturing tools, resulting in a more streamlined workflow and quicker turnaround times for completed assets

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## EDUCATION

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**Ringling College of Art & Design**, Sarasota, FL

May 2011

Bachelor of Fine Arts in Computer Animation

**Pensacola Junior College**, Pensacola, FL

December 2006

Associate of Arts in Art

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## SKILLS & SOFTWARE

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- Autodesk Maya – character modeling & character animation
- Adobe Photoshop – texture painting via its 3D tools
- Marmoset Toolbag – layout, lighting and rendering
- Substance Painter – texture painting

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## PERSONAL

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Interests include origami, video game trivia, and tinkering with computers and electronic gadgets