

# Blake Mitchell

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## Summary of Qualifications

- Over 3 years of experience in 3D and 2D content creation.
- Ability to work in groups and maintain effective communication.
- Passion for creative expression in both personal and professional environments.
- An interest in discovering and analyzing different ideas to produce better results.
- Ability to understand details in verbal and visual ideas.

## Skills

**Experience:** Game development, IT Support, education/after school programs, hardware maintenance.

**Software:** Adobe Photoshop–Intermediate, Autodesk 3Ds Max– Intermediate, Zbrush–Basic, UDK(Unreal Development Kit)–Basic/ Intermediate, Microsoft Word, Microsoft Power Point, Windows XP/7, Apple OS 10.4.

## Work History

### Receiving Associate

Lord & Taylor - Store 106 Moorestown, NJ 9/2011—Current

- Unloading and sorting truck merchandise.
- Sensoring/prepping merchandise for the sales floor.
- Merchandising goods onto the sales floor.
- Help in the execution of floor moves.
- Providing IT support for in-store registers and computers.

### Freelance Artist

VARIOUS CLIENTS 01/2009—08/2009

- Provided graphic design support to a small business in Princeton, NJ called the Papery of Princeton.
- Created a logo for the Racial Justice Institute of the YWCAs of Princeton and Trenton.
- Created an animation video for Studio G Brand LLC. The video consisted of rotating gears with sound unlocking a large door. The animation was modeled, textured, animated, rendered using 3Ds max 9. The sound effects were created using Adobe Audition. The final video with sound was created using iMovie.

### 3D Modeler

Tactical Assault – International Development Team – <http://tactical-assault.com> 05/2010—12/2012  
DarkWorld Universe – Game Development Team – Website Unavailable 01/2010—04/2010

- Creating game art assets for use in a 3D engine.
- Planning and creating 3D game environments from blockout to fully textured.
- Working with level designers to add more detail to environments.
- Creating textures using photo sourced and hand painted techniques.
- Creating high resolution objects with 3Ds Max and Zbrush.

### Art Director

Collin College – Student Project: Eternal Winter Unreal 2K4 Mod 02/2008—08/2008  
[http://www.gamecareerguide.com/features/642/student\\_postmortem\\_collins\\_.php](http://www.gamecareerguide.com/features/642/student_postmortem_collins_.php)

- Responsible for maintaining the art style for the game.
- Created concept art for preproduction.
- Responsible for creating, rigging, and texturing character meshes.

## Education

Bachelor of Arts in Game Design • October 2008  
Collins College, Tempe AZ  
GPA: 3.45 on a 4.0 scale

## **Volunteering**

- Game Developers Conference Volunteer: February 2008; March. 2009; March 2010

## **Professional Affiliation**

- International Game Developers Association (IGDA)

## **Awards**

- Collins College Award of Excellence: Best Contemporary/New Game Design
- 1st Place Winner: Modeling Contest #1 - [www.nextgenhardsurface.com](http://www.nextgenhardsurface.com)
- Lord & Taylor Certificate: For Hard Work, Dedication, and Team Work - 11/2011