

# Shoham “Leo” Charikar

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<http://thunderstormart.com>

5630 Melvin St. Pittsburgh, PA, 15217

- Objective:
- Obtaining a game artist position that will utilize my past academic & professional experience and provide me with room for growth.
- Education:
- Game Art & Design, Bachelor of Science – Art institute of Pittsburgh
    - Graduation date: March 2008
    - GPA: 3.70
    - Program specifics include the following classes and proficiencies:
      - Art fundamentals (drawing, life drawing, color theory, perspective)
      - Advanced traditional & digital illustration & design
      - Interface design
      - 2D and 3D animation
      - 3D modeling (characters, vehicles, props)
      - Level/scene design
      - Unwrapping/texture mapping
      - 3D rigging and skinning
      - 3D camera & lighting
      - Utilizing various 3D rendering settings & tools
      - Designing interactive media (games, websites)
- Work Experience:
- 2006-Present – concept artist, writer; Carpe Chaos.
  - January-March 2008 – Part-time teaching assistant for illustration & adv. Illustration classes; Art institute of Pittsburgh.
  - 2005-2008 – Part-time assistant; Art Institute of Pittsburgh Admissions Dept. / mail room.
- Creative / Production Experience:
- 2007-Present – Concept artist, Lupine faction design team leader, game design & art direction board member; ‘Cinder’ mod for Half Life 2 / later Unreal Tournament 3.
  - 2007-present – Concept artist & 3D modeler; ‘Shockwave’ mod for Command & Conquer Generals: Zero Hour.
  - 2007-Present – Concept artist; ‘Renovatio’ mod for Command & Conquer 3.
  - 2006-2007 – Freelance artist; Trubadoor Inc.
- Software skills:
- Windows / MAC operating systems
  - MS Office (Including Word, PowerPoint, Excel, Front Page, etc.)
  - 3D Studio Max
  - GMax
  - Zbrush
  - Mudbox
  - CrazyBump
  - Photoshop
  - Flash
  - Dreamweaver
  - Premiere Pro
  - After Effects
  - Game Maker
  - Unreal Tournament 2004 Editor
  - Unreal Tournament 3 Editor
- Distinctions / Recognitions:
- 2006 Blizzard Entertainment: Annual fan art contest – Honorable mention.
  - 2006 CGIIsrael & Arigent Inc: ‘Conflict’ art contest – Honorable mention.
  - 2005 Blizzard Entertainment: Diablo fan art contest – 10<sup>th</sup> place.
  - National Technical Honor Society member
- Creative Skills:
- Web design (HTML, CSS)
  - Interface design (2D and 3D)
  - Drawing, painting, illustration and conceptual artwork (traditional and digital)
  - 3D modeling and animation (2D and 3D)
  - UVW unwrapping, texturing for 3D (hand painted textured or otherwise) and Normal mapping
  - Background, scene or environment design and creation (2D and 3D)
  - Level design (2D and 3D)
  - Through understanding of the aesthetics in anatomy, light and shadow, mass, form, color theory, perspective, technical design, environmental design and composition.
  - Creative writing
  - Ability to teach all skills mentioned.
  - Strong ability and desire to improve on existing skills and learn new skills