

Danielle Roper

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SUMMARY OF QUALIFICATIONS

Three years of training in the 3D software of Maya and extensive training in 3Ds Max. Skilled in quickly and efficiently building and creating 3D models and structures both with organic and hard surfaces. Skilled in UV mapping objects, and applying a variety of texture maps which include; diffuse, specular, opacity, ambient occlusion, bump and or normal maps. Ability to work well in groups and with several different people in a group setting to produce a solid project in a specified given amount of time successfully.

SKILLS

Maya, 3Ds Max , Photoshop , Unreal, Microsoft Word, Excel, and PowerPoint.

EDUCATION

Bachelor of Science, Game Art and Design, The Art Institute of CA-San Diego

September 2008

CREATIVE EXPERIENCE

Deus Ex MOD-Volunteer
Texture Artist

San Diego, CA

January 2008 – March 2008

- Established online communication through e-mail with team of 7.
- Was sent *obj* assets files and old diffuse textures for each model.
- Recreated/painted textures for assets; added more detail and depth with higher resolution maps and use of shadow. Required to keep textures crisp and clean in order to keep consistency within level.
- Communicated with Lead any minor adjustments, revisions and color changes for final texture maps so that they were created to their satisfaction.

Purple Lighting-Prototype Group
Texture Artist & Prop Modeler

San Diego, CA

January 2008- June 2008

- Created storyline and plot for levels with team members with reference to *The Gingerbread Man* story; Level was generated using the Unreal Engine.
- Generated concepts and models for the control room which incorporated computer assets while a functional keypad used as a mini game within the level. Modeled and textured several computer, office equipment and electronic props for the Control Room and Office Area in level 1, and modeled Cave Interior and filler props for level two while incorporating a stylistic feel.
- Participated in group meetings with Joe Shoopack, Director of Art Direction at Sony Online Entertainment (SOE), which required progress reports and

timelines for projects as well as discussing areas which might need some assistance as well as listening to and incorporating recommendations for enhancement.

- At the end of each quarter (two) the group presented our finished levels at SOE for Joe Shoopack and his team of Art Directors.