

Keith W. Schaffer

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USA

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Objective: Seeking entry level 3d artist position within game industry.

Education: Ferris State University, Grand Rapids, MI
Bachelors Degree: Digital Animation and Game Design

Grand Rapids Community College
Associates of Science

Honors: Ferris State Deans List
GRCC Deans List
Phi Theta Kappa
Eagle Scout within the Boy Scouts of America

Skills: 3DS Max: Creating organic and hard surface models from concept art and photo reference. Low and high poly game modeling, UVW mapping, normal map creation, lighting, rigging and weighting.

Z-Brush: High poly sculpting for normal map creation.

Photoshop: Making usable textures and tiling materials for game assets using a combination of hand painting and photo manipulation techniques.

Level design: Unreal Ed

Adobe Flash

Fluent in AutoCAD

Extensive knowledge of computers and computer maintenance

Never runs with scissors

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Work Experience

Blockbuster Video

April 04 - Current

Game and technology expert responsible for keeping up to date with latest tech trends and game hardware. Worked to educate other staff members on key concepts of game and hardware systems. Served as customer service representative working directly with customers to help answer their questions regarding new media.

Mark Kistler's Imagination Station

Summer 08

Worked with a team of students to create several short animations for use in upcoming season of public access television show. Created several 3D art assets that were used in the show's closing credits. Was also a part of the pre-production of the show with responsibilities including set construction, lighting and sound engineering.

Creative Capers Entertainment, Inc.

Dec 06-March 07

Worked with team of individuals to design two online virtual communities utilizing internationally recognized children's product. Responsibilities included: rapid prototyping of design concepts and site layout using Flash 8.0 and combining assets from all team members to create design document using Microsoft Word.

Digital Animation Summer Camp instructor: Ferris State University

Summer 06

Responsible for teaching 9th-12th grade students basic 3D modeling and level design using 3ds Max and Unreal Game Engine. Developed basic tutorials and lessons for importing object into Unreal Editor and creating simple textures using stock photographs and Photoshop.