

STEPHEN BABB - 3D ARTIST

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OBJECTIVE - A CAREER AS A 3D ARTIST IN THE GAME INDUSTRY WHERE I CAN BE PART OF A STRONG TEAM AND CONTRIBUTE TOWARDS MAKING GREAT GAMES

SKILL SET

AUTODESK 3DSMAX	ADOBE ILLUSTRATOR	UNREAL ENGINE
AUTODESK MUDBOX	ADOBE AFTER EFFECTS	CRAZYBUMP
ZBRUSH 3.5R3	ADOBE FLASH	XNORMAL
ADOBE PHOTOSHOP	UVLAYOUT	UNREAL 3

EXPERIENCE

BIOSHOCK2 & XCOM / 2KMARIN

SENIOR INTERNAL QA ANALYST - 12/2008 - CURRENT

MY RESPONSIBILITIES INCLUDE

- INTERNAL QA TASKS
- SMOKETESTS/BUILD TESTING
- SINGLE PLAYER TESTING
- MULTIPLAYER TESTING
- UNREAL 2.5 AND UNREAL 3 TESTING
- MEMORY ALLOCATION DATA COLLECTION FOR 360 & PS3
- TRAINING NEW QA MEMBERS
- CREATING 360 & PS3 ISO'S FOR INTERNAL & EXTERNAL QA TESTERS
- WORKING DIRECTLY WITH THE DEVELOPMENT TEAM TO ISOLATE & RESOLVE OUTSTANDING ISSUES

DELIZIO CONSTRUCTION

CONSTRUCTION/CARPENTER - 2000-2008

MY RESPONSIBILITIES INCLUDED

- CONCRETE WORK/FORMS/FINISH WORK
- CARPENTRY/EXTERIOR/INTERIOR/TRIM/CABINETRY/FENCING
- ELECTRICAL/NEW & REPAIRS
- ROOFING/FRAMING/SHEETROCK
- RUNNING A CREW OF 3-4 LABORERS
- PLUMBING/SEWER/SPRINKLER SYSTEMS

WESTWOOD COLLEGE

TEAM PROJECT EXPERIENCE - WESTWOOD GAMECLUB
MODELER & ENVIRONMENTAL ARTIST

I HAVE ENJOYED BEING THE ENVIRONMENTAL ARTIST, TEXTURE ARTIST, AND MODELER IN A FEW GAMECLUB PROJECTS. THE GAMES I HAVE WORKED ON ARE; DIRTY, HIGH-NOON, BOYS VS. GIRLS, AND IR THE ZOMBEH.

MY RESPONSIBILITIES INCLUDED

- **CREATING AND PREPARING CONCEPT SKETCHES**
- **MAKING MODELS AND ENVIRONMENTAL ART FROM THESE SKETCHES**
- **MAKING TEXTURE ASSETS FOR THE LEVEL DESIGNER**
- **IMPORTING ASSETS FROM 3DSMAX INTO UE3**
- **CREATING MATERIALS IN UE3**

WESTWOOD COLLEGE STATS

CUM GPA : 3.823
DEGREE : BACHELOR OF SCIENCE
DEGREE HONORS : MAGNA CUM LAUDE
COURSE : BS IN GAME ART AND DESIGN

9 DEAN'S LIST CERTIFICATES
PRESIDENT'S LIST

* REFERENCES UPON REQUEST