

Brent Jorgenson

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Objective	Seeking a full time entry level position in the video game industry, that will utilize my skills, and further develop my passion as a level designer.		
Education	Bachelor of Science in Video Game Design and Development		
	Brown College	Mendota Heights, MN	2008
Relevant Experience	Dark Carnival	Level Designer	2 month project
	Designed this individual project to create a deathmatch carnival style level that utilizes the Unreal Ed 2. Oversaw object placement, lighting, doodads, scheduling, level design. Created Concepts then modeled, textured, optimized and imported over 40 custom assets. Produced in engine lighting and particle effects Tested level while accepting critiques and criticism.		
	Fishy Situation	Model Lead	6 month project
	Coordinated with eleven students. Responsible for four modeled, animated and textured fish. Adapted to the changes in personnel structure and technical requirements. Orchestrated credits screen cinematic. Created concept art that modelers referenced for seven custom assets. Produced digital environments from traditional illustrations. Transitioned all assets into flash recognizable formats.		
	TheRig	Model Lead	3 month project
	Worked with team of eight students. Responsible for all model consistencies. Led a team of three 3D artists. Researched oil rig equipment and implemented polycounts for optimized level implementation. Assisted in creation of 16 custom assets for implementation in level design. Model team produced 34 custom meshes.		
Skills	Proficient with 3d Studio Max low-mid poly, UVW Coordinates, Keyframe Animation with IK and FK skeletal rigs, simulations, good understanding of topology. Proficient with photoshop texture formats, alpha channels, optimization, normal map creation.		
	Skilled with Unreal Editor custom map creation, BSP geometry, triggers, sound placement and ambience, KARMA physics. Skilled in Torque Game Engine creating custom scripts, importing objects and animation sequences, particle emitters, custom level creation. Knowledge of Source engine, Starcraft Campaign Editor and Warcraft 3 World Editor map creation.		
Work Experience	<i>Library Assistant</i>		
	Mendota Heights, MN	Brown College	2006-Present
	Increased efficiency of library by suggesting organization techniques for periodicals and digital media. Administered placement testing for students, customer service, and technical assistance. Read and recommended books and periodicals for library purchase that fit into current curriculums.		

References available upon request

Coarse Highlights?