

# James M. Edwards

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**Summary:** Environment Artist who can effectively create and texture new models from concept art. One who is highly motivated and energetic, that enjoys new challenges with an ability to further my skills. Excels in a team environment, excellent computer and communication skills.

**Education:** **Bachelor of Arts Degree in Animation**

July 2004 to January 2007  
Collins College Tempe, AZ

- Developed skills to model in a low and high poly count with an attention to detail and design. Gained skills in multiple types of software in order cover the full scale of a modeling/texturing projects that meet industry standards as well as gained a full understanding of the twelve principles of animation in 2D and 3D environments.
- GPA: 3.51
- Autodesk Maya: 4 years, Modeling, Animation, Lighting/Rendering
- Adobe Photoshop: 3 years, Image editing, Texture design and layout
- Adobe Premiere: 3 years, Video editing
- Adobe After Effects: 3 years, Animation, Compositing
- ATI Normal Mapper: 7 months, creating normal maps, specular maps
- Crazy Bump: 7 months, creating normal maps, specular maps

**Work Experience:**

Edge of Reality – **Environment Artist**

Austin, TX

September 2007 - Current

Game- **Incredible Hulk**

- Assisting in productivity, organization and support to Art Lead
- Created High and Low resolution models based off of reference photos or concept art to predetermined dimensions.
- Created diffuse, normal, specular and parallax maps for high and low resolution models.
- Populating assets in large scale environment for Current Gen/ Last Gen consoles.
- Setup of game models for implementation into game engine.