Stephen Andrew "Drew" Vaughan

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Objective   Experienced game industry artist seeks to create exciting and engaging assets for interactive software.

Education

University of Central Florida   (Orlando, FL)
Bachelor of Sciences in Digital Media - May 2010 with a GPA of   3.2

Full Sail Real World Education   (Winter Park, FL)
Associate of Science in Computer Animation - April 2003

Valencia Community College
(Orlando, FL)
Associate of Arts and Sciences Degree - May 1999

Skills
-Exceptional modeler; works well with both real-time constraints and high-resolution modeling
-Excellent technical artist; creates animator-friendly rigs that deform correctly.
-Works well in team environment, and will take leadership role when necessary.
-Responsible for designing, modeling, and rigging the "Large Goblin" character within UCF's Visual Language program, for the student film, "Shadow Play".

Experience

Sliced Tomato Productions (http://www.slicedtomato.net)   (November 2010 - current)
Technical Artist, Modeler, Animator
-Designed and implemented a five-camera (hemi-cubic) rig within Maya
-Designed and created assets in Maya and Photoshop for a space environment
-Used *Spitz Glom* to composite renders into a dome master format for planetariums

Eduweb
(WolfQuest - http://www.wolfquest.org)   (Orlando, FL - Oct. 2010 -January 2011)
Character Animator
-Created animations for the player character for the game *WolfQuest*
-Created and polished animation for NPC wolf puppy characters
-Tested animations in Unity 3D
-Worked alongside the director and panel of Wolf Experts to ensure that the animation correctly follows actual wolf behavior.

Thriftko   (Altamonte Springs, FL - September 2010   -January 2011)
Production

-Unloads delivery truck and prepare clothing and miscellaneous donations prior to placing them on the sales floor
-Assist customers in loading heavy objects, such as furniture

DTO Rentals   (Orlando, FL - March 2004 - current)
Maintenance
-Electrical and plumbing repair and maintenance work on rental homes
-Changed air filters
-Answered phone calls regarding tenant concerns.
-Prepared, cleaned, and showed off houses to potential clients

Blue Koi Productions   (Sanford, FL - January 2009)
Art Director
-Designed costumes, assisted in designing sets and props for Mumpsy's *Head in my Hands* music video (http://www.vimeo.com/3176889)

Electronic Arts Tiburon   (Maitland, FL - May 2006 -   November 2007)
User-Interface Artist
-Transferred from QA to the Art Department
-Produced assets in Adobe Photoshop for *Madden NFL '07* (Xbox 360, PS3)

Technical Standards Analyst
-Evaluated and ensured all titles met all requirements per their Technical Requirements Checklist.
-Trained in the following core console standards: Sony PlayStation 3, Sony PlayStation Portable (PSP), Microsoft Xbox 360, and Nintendo DS
-Volunteered and worked additional hours to complete titles on schedule

Completed / Shipped Titles from Electronic Arts:
-*DEF JAM ICON* (Sony PlayStation 3 and Microsoft Xbox 360)*, Arena Football: Road to Glory* (Sony PS 2), *Fight Night Round 3* (Sony PS2 PAL version), *Arena Football* (Sony PS2, Microsoft Xbox), *NFL Head Coach* (Sony PS2), *Madden NFL 07* (Microsoft Xbox 360)
        Madden NFL 07 (Nintendo DS), *Superman Returns: The Video Game* (Nintendo DS), *Superman Returns: The Video Game* (Sony PS2 for NTSC and PAL), *NFL Street 3* (Sony PS2)

Software
Autodesk Maya, Autodesk 3D Studio Max, Adobe Photoshop, Spitz Glom, Final Cut Pro