Michael Ewen

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Objective

A position where I can apply and expand upon my skills in 3D art and gain experience working as part of a team in a professional studio atmosphere.

Education

University of Wisconsin Stout, Menomonie, WI
- Bachelor of science in Game Design and Development (Art Concentration)
- GPA: 3.6
- Graduation Date: May/2015

Courses Related to Career Objective

- 3D Modeling & Animation I
- 3D Modeling & Animation II
- 3D Modeling & Animation III
- Digital Puppetry Workshop
- Intro to Game Design
- 2D Game Design and Development
- 3D Game Design and Development I
- 3D Game Design and Development II

Computer Skills

- Autodesk Maya (Proficient)
- Houdini (Basic)
- Adobe Photoshop (Proficient)
- Adobe Illustrator (Proficient)
- Adobe Premiere (Basic)
- Adobe InDesign (Basic)

Activities and Honors

- Featured in UW-Stout Black Tie Event (Spring 2013)
- 2nd Place: UW-Stout IGDA 48-hour game making competition (2013)
- Featured in UW-Stout Black Tie Event (Fall 2012)
- Chancellor's Award 2011-2012 (University of Wisconsin-Stout)
- Member of IGDA (University of Wisconsin-Stout)
- Design Club Member 2010-2011(Rochester Community and Technical College)
- Dean's List 2008-2011 (Rochester Community and Technical College)

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