

William G. Tsikerdanos

1115A Center Street, Atlanta GA 30318 • 678.897.8432 • WillTsik@gmail.com

Portfolio: www.williamtsikerdanos.com

OBJECTIVE

To obtain an internship position as a designer or technical artist within a game company that will enable me to devote my abilities to the design of engaging interaction mechanics, visually arresting character designs, and fun, captivating gameplay.

SKILLS

- Advanced experience creating, rigging, texturing and animating 3D models in Blender and Maya
 - Experienced working in UDK and Unity game engines
 - Experienced creating particle systems and terrains assets
 - Skilled in visual design, image manipulation, and texturing utilizing GIMP and Photoshop
 - Familiar with Java, Processing, C#, Python, and CG code
 - Proficient in web development and design in HTML, CSS, and Javascript
 - Experienced with digital informational, visual design, and game design principles
-

EDUCATION

Master of Science in Digital Media

Georgia Institute of Technology

Major GPA: 3.87

Ongoing
Atlanta, GA

Bachelor of Science in Biomedical Engineering

Georgia Institute of Technology

Major GPA: 3.21

Dean's List: Spring 2006, Spring 2010, Fall 2010

Graduated May 8, 2011
Atlanta, GA

Faculty Honors: Spring 2011

WORK EXPERIENCE AND EMPLOYMENT

3D Modeling and Design | Experimental Game Lab, Atlanta, GA | Aug 2013- current:

Worked on a game development team acting as a technical artist, creating 3D Models, animations, textures, particle effects, and terrain assets for Mermaids, an MMORPG. Participated as a member of the design team, conceptualizing several of the systems to be implemented in the future.

Second Screen Application Designer | Experimental Television Lab, Atlanta, GA | Aug

2013 - current: Worked in a design team creating a second screen app for the HBO series *A Game of Thrones*. Participated in the creation of the character map, acting both as a graphic and information designer as well as providing expertise for the content of the application. Headed user testing for this same application the following semester.

3D Modeling and Art Assets | One Wheel Wizard, Atlanta GA | May 2012 - June 2013:

Worked in a game design team on Spellbound, a multiplayer arena-combat game. Designed skeletal and static meshes, devised character animations, created physics assets, designed lighting, and produced textures.