

J E R E M Y B E H M

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SUMMARY OF QUALIFICATIONS

A 3D Game Artist with four years of game mod development work experience, specializing in the development design, implementation, and integration of 3D game art and animations.

➤ **Portfolio:** <http://sparkwi.re/>

PROJECTS

3D Artist / Animator

July 2010 – Present

- Developed and animated four Half Life 2 mods with up to 5K total player downloads, including *Firearms: Source*, *Operation Black Mesa: Source*, *Ivan's Secrets*, and *Tales of the Galactopticon*, using the 3Ds Max modeling and animation package as part of development teams with up to eight members.
- Developed game design, art style, gameplay, multiplayer game modes, and object stats during weekly meetings with Game Designers, 3D Modelers, Animators, Sound Designers, and Environment Artists, while reporting progress to the Mod Lead using the Steam messaging program.
- Animated weapon view models for *Firearms: Source* using the CAT rigs Character Animation Toolkit to manipulate 3D hands holding 3D weapons.
- Reviewed and critiqued game design and artistic style standards in support of fifteen Animators, Mappers, Modelers, Game Designers, and Audio Technicians.
- Performed daily individual gameplay testing and biweekly team play-testing while reviewing game maps and implementing potential layout improvements, including route removal and insertions.
- Managed view model animations for *Operation Black Mesa: Source* as part of a five-member team comprised of 3D Game Artists, Level Designers, and the Mod Lead.
- Proposed and animated new weapon and function mock-ups via Mumble voice chat and the team game development forum that allowed five team members to critique function viability.
- Maintained animations for real time game assets by revising and recompiling animations based on the Mod Lead's requirements.
- Skin-weighted character models to skeleton rigs using 3Ds Max.
- Compiled texture files by converting formats, such as TIF, JPG, PNG, and GIF converted texture files to VT and creating new textures using Adobe Photoshop.
- Researched image boards and suggested new design perspectives for game incorporation in support of the eight-member *Tales of the Galactopticon* animation team.
- Reviewed and approved Animator animation assets for aesthetic and technical accuracy as well as bugs, including improperly-looped animations or unassigned textures.

Valve Contributing 3D Artist

June 2011 – Present

- Submitted 400 items to Steam's The Workshop by 3D modeling, unwrapping, texturing, sculpting, rigging, and optimizing cosmetic and weapon items for *Team Fortress 2* and *Defense of the Ancients 2* using 3Ds Max, Zbrush, XNormal, and Adobe Photoshop.
- Sculpted and baked lowpoly models using 3Ds Max, Zbrush, and 3Dcoat.
- Developed Level-of-Detail models for optimization by reducing the polycount of objects to improve rendering at a distance.

EDUCATION

Northwestern Lehigh High School, New Tripoli, PA

Graduated June 2012

TECHNICAL SKILLS

- **Software:** MS Excel, MS Word, MS PowerPoint, Adobe Photoshop, 3ds Max, Zbrush, Xnormal, Marmoset Toolbag, Source Engine, Source Filmmaker, Unreal Engine/UDK, 3D Coat, Mudbox
- **Creative:** Conceptual Designs, Iterative Designs, 3D Modeling, Unwrapping, Texturing, Baking, Sculpting, Highpoly Workflow, Lowpoly Workflow, Optimization, Rigging, Animation (First person/Viewmodels)
- **Content Management:** FTP