

Marcela Roberts

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OBJECTIVES

Seeking a position as a 2d (concept/texturing) or 3d (modeling) artist in the gaming industry, which would make use of my abilities and education. Also seeking any position that will utilize my creative and artistic skills.

PERSONAL SKILLS

- Communication & Customer Service Skills
- Organizational & Multitasking Skills
- Deadlines/Goals Oriented
- Project Management
- Fast Learner & Problem Solver
- Team Player & Team Leader

SOFTWARE EXPERIENCE

- 2D Programs: Adobe Photoshop and Adobe Illustrator
- 3D Programs: 3DStudio Max and XSI
- Engines: Source SDK and Game Maker
- Microsoft Office products

EDUCATION

- Community College of Southern Nevada, Fall 2004
- Associates Degree in Fine Arts, Honors
- Westwood College in Denver, CO, Mar. 2008
- Bachelor's of Science in Game Art and Design, Dean's List

EXPERIENCE

- www.MarcelaRoberts.com 2008
- Personal website created to present my works and accomplishments.
- Synaptic Gaming & Simulation, LLC, Dallas, TX Oct. 2008 - Present
Contract Artist
- Logo and website design, among other art assets and animations
- Half Price Books, Cedar Hill, TX June 2008 - Present
Bookseller
- Cashier, buyer, provide friendly customer service, and keep organization
- Playtechtonics, Inc., Austin, TX Jan. 2008 - Present
<http://starportgame.com/>
2D/3D Contract Artist
- Created several menu screens, avatars and some 3D objects for "Starport Game".
- WOL Game Club, Denver, CO Feb. 2008 - Sept. 2008
Rumfist (2D action side-scroller - Game Maker)
- Lead Artist - manage small team of artists, as well as provide most art assets
- G.T.F.O. (3D action/puzzle HL2 Mod - Source SDK)*
- Level Designer - designed and created level (paper and in Source) based off of general premise discussions
 - Artist - created environmental assets as well as textures used in the mod