



Laurie Annis Morgan

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SKILLS

- High and low poly game prop and terrain modeling
- Digital painting, vector illustration and image editing
- UVW unwrapping, diffuse, normal and specular map set painting
- Level design and construction, shader setup, particle effects and lighting
- Maintaining consistent visual style
- Concept drawing and design documentation

TOOLS

Adobe Photoshop and Illustrator Creative Suite 4
Autodesk 3D Studio Max and Mudbox 2010
Unreal Tournament 3 Editor
Unity 3D Editor
Freehand Drawing

EDUCATION

Game Art and Design, Bachelor of Science (*October 2009*)

Westwood College, Online

- Graduated Magna Cum Laude
- GPA 3.9/4.0
- ESA Computer and Video Game Scholarship, 2008

Game Art and Design, Coursework (*July 2004 - July 2005*)

Art Institute of Pittsburgh, Online Division

- GPA 4.0

EXPERIENCE

3D modeling and 2D digital art, Freelance (*1996 – Present*)

- 3D modeling, animation and effects for games and product display using 3ds Max 2010, Photoshop, Illustrator and After Effects CS4.
- Digital painting, vector illustration and image editing for game texture, logos, print and web designs using Photoshop, Illustrator and Dreamweaver CS4.

Texture Artist, Black Storm Studios: Sunderworld (*March 2010 – June 2010*)

- Collaborating remotely with 13-20 member team on 3D action-rpg for PC, Mac and browser play using Unity 3D game engine.
- UVW unwrap and unwrap touch-up using 3ds Max 2010.
- Diffuse texture painting using Mudbox 2010 and Photoshop CS4.
- High res 3D sculpting and normal map generation using Mudbox 2010.

Team Artist, Westwood Online Game Club: Stalker (*August 2008 – March 2009*)

- Created 2D game environments, prop tiles and animated creature sprites using Game Maker 7.0 and Adobe Photoshop, Illustrator and Fireworks.
- Collaborated with team on post mortem report and earned club Developer title.