

Thad Clevenger

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4750 E Laurel Drive
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WORK HISTORY

2007-Current Senior Artist, **Cheyenne Mountain Entertainment**, Mesa, Arizona

Job responsibilities include all aspects of character development and help as needed on environments. This includes modeling, UVing, and texturing in Max.

2002-2006 Senior Artist, **Sigil Games Online**, Carlsbad, California

Job responsibilities included taking various creatures and monsters from concept to finished product. This includes modeling, texturing, and animating as well as laying out UVs and rigging the skeleton in Maya.

2000-2002 Animator/Artist, **Sony Online Entertainment**, San Diego, California

Job responsibilities included taking over 40 creatures and monsters from concept to finished product. This includes modeling, texturing, and animating as well as laying out UVs and rigging the skeleton in Maya.

JOB SKILLS

- Emphasis on creature and character creation including all aspects of design. modeling, UV mapping, texturing, rigging, and animation.
- Experience creating a variety of looks in texture painting varying from realistic to more painterly styles.
- Experience creating low polygon assets from hi polygon modeling applications such as Zbrush 3 and Mudbox.
- Years of experience with advanced shaders including bump mapping, normal mapping, and specular mapping.
- Able to create low or hi polygon models effectively built with animation in mind.
- Technical ability to work in a production pipeline and export assets into a game.
- Aided in design of in-house tools.
- Taught Photoshop technique classes.
- Produced environmental art.

EDUCATION

Bachelor of Arts in Environmental Design (Architecture)
Texas A&M University, May 1999

SOFTWARE

3D Modeling & Animation

Max, Maya, Zbrush, Mudbox

Painting & Illustration

Adobe Photoshop, Painter

References are available upon request.