

TINA WANG

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OBJECTIVE	To pursue a career in the game development industry as a 3D environment or prop artist.	
EDUCATION	Laguna College of Art and Design <i>Laguna Beach, CA</i> Bachelor of Fine Arts, Game Art	Aug 2006 - Dec 2009
SKILLS / SOFTWARE	3D Modeling, Texture Painting, UVW Unwrapping, Normal Map Baking, 3DS Max, Maya, ZBrush, Adobe Photoshop, Corel Painter	
EXPERIENCE	Game Developers Conference 09, 10 ○ Worked as a Conference Associate to ensure smooth operation of the conference and provide assistance to speakers and attendees.	Mar 2009, Mar 2010
	Project Expedition ○ Worked with a team to create assets for an independent game programmed by students from University of Irvine. ○ Modeled and painted diffuse, specular, and bump maps for assets placed in an outdoor environment. ○ Sculpted terrain using Earthsculptor and painted height maps.	Dec 2008 - Feb 2009
	Reaction ○ Worked with a team to create assets for Reaction, a Half-Life game mod programmed by students from University of Irvine. ○ Modeled and textured basic props for a cargo ship's interior.	June 2008 - Aug 2008
ACTIVITIES	Friendship Shelter <i>Laguna Beach, CA</i> ○ Volunteer House Supervisor for a transitional home. ○ Assisted in overseeing the operation of the shelter. Instructed residents in Microsoft Office, general computer skills, and job searches.	Oct 2008 - March 2010
	Youth Acting for Kids <i>San Jose, CA</i> ○ President (2005-2006) / Secretary (2004-2005) of a community service group dedicated to interacting with and helping children. ○ Managed a team of officers to provide regular volunteer opportunities for over 100 members. ○ Contacted elementary schools and family shelters to set up events. ○ Organized fundraising to benefit child sponsorship groups.	Aug 2001 - June 2006
AWARDS/ DISTINCTIONS	National Merit Scholarship Semifinalist, 2006 Salutatorian, Lynbrook High School, 2006 National Honor Society, 2005	