

Whitney Rodaniche

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Objective: To obtain a long term game art design position where I can make use of training in animation, modeling, and texture art for an interactive media.

Education: **Art Institute of Pittsburgh** (October 2005 – March 2009)
BS: **Game Art and Design** [GPA: 3.1]
Penn State Altoona (August 2004 – May 2005)

Technical Skills: Adobe Photoshop, Autodesk 3ds Max, Adobe Premiere, Macromedia Flash, Adobe After Effects, Macromedia Dreamweaver, Adobe Encore, Zbrush, Goldwave, Microsoft Office.

Digital Art Skills: 2D/3D Digital Art, 2D/3D Animation, Storyboarding, Modeling, Digital Mapping, Rigging, Lighting.

Traditional Art Skills: Pencil, ink, charcoal, oils, gouache.

Related

Projects: *Advergames*, Interdisciplinary (Spring, 2007)
Flash-based game production for The Children's Museum, Pittsburgh. A six student team. Role: **Character Developer, Flash Animator**
Team Project Management (Winter, 2008)
Creating the ad-campaign for a mock video game release. Role: **Concept Artist**
Game Production Team (Spring, 2008)
Producing a series of playable levels in the Unreal 3 Editor to be translated into a gameplay trailer for promotional purposes. Role: **Concept Artist, Modeler, Animator**

Professional

Experience: **Graphic Designer** (September, 2005)
Cage9
1) Part of interior insert art for album *El Motivo*.
2) CD art for mass printed album sampler.
Inventory Control/Inspector, Value Drug Warehouse (August, September, 2006)
Spherion
1) Inspected and packed inventory for delivery.
2) Sorted, categorized and digitally updated inventory.