

## Mr. Wesley Eldridge

Cell: (480) 306-0542

Email: [WesleyEldridge@gmail.com](mailto:WesleyEldridge@gmail.com)

Portfolio: [www.NearBeyond.com](http://www.NearBeyond.com)

Potential Employers,

My name is Wesley Eldridge, it's nice to meet you. I am an artist and designer looking for an opportunity to use my skills in a collaborative, creative and fast paced studio. I am committed to my development as an artist and meeting new artists and designers. To this end, I am willing to relocate. First, allow me to show what I will bring to your company.

I am self-motivated and can achieve goals independently or within a team as needed. I am technically-minded and both capable and enthusiastic about quickly mastering new tools and procedures. As a team player, I enjoy collaborating with others and pooling ideas to tackle problems in innovative ways. I have a positive and friendly attitude which enables me to get along and work effectively with anyone. I consider this quality of great value, since cooperation is an important part of any group effort. I consider creating the highest quality art possible while always meeting deadlines to be the most challenging and satisfying part of being a production artist.

I have a thirst for knowledge that leads to many hours of my spare time extensively reading on subjects ranging from particle physics to geology and pop culture. I am active on Youtube, DeviantArt, Twitter, Facebook, and a few other smaller communities throughout the internet. When I'm not on the computer, I enjoy seeing movies or the outdoors.

Video games are another of my major passions. I don't mean simply playing games; I study them and analyze their execution and artwork. I love the way interactive entertainment allows you to explore fictional environments in a way no other medium can allow you to. I appreciate the challenge creating amazing-looking real-time assets can be. Some of my favorite series include Final Fantasy, Uncharted, Kingdom Hearts and Street Fighter. My favorite genres are RPGs, Shoot 'em ups, fighting games and MMOs. My favorite World Warriors are Ken, Zangief, and T.Hawk, how about a match sometime?

Thank you for your interest in my art. I am looking forward to the chance to answer any questions you might have and look forward to hearing from you. I can usually be reached at (480) 306 - 0542, or by email at [WesleyEldridge@gmail.com](mailto:WesleyEldridge@gmail.com). My Portfolio can be viewed at [www.NearBeyond.com](http://www.NearBeyond.com)

Thank you again for your time and consideration,

Wesley Eldridge

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### Career Goals

I am looking for a position in a challenging, fast-paced and creative studio, a place which will allow me to continue to grow as an artist. I am a fast worker and cope well with pressure. I am willing to relocate globally.

### Key Software Skills

- **Photoshop / Illustrator** – Digital painting, graphic design, texture creation, concept drawing
- **3D Studio Max** – High and low poly character, prop and environment modeling.
- **zBrush** – High Poly organic and hard surface modeling techniques.

### More Skills and software

- Traditional art background with a focus on design, color theory, anatomy and perspective.
- Comfortable working with game art related restrictions such as poly-count, pallet and resolution.
- Fast learner, capable of learning new software and pipelines very quickly.
- Texture creation for multi-pass shaders. Diffuse, Spec, Normal, Parallax, Glow, SSS, etc.
- Software logic and simple scripting such as ActionScript, HTML, CSS, XHTML and VSL.
- **Adobe Creative Suite** – Photoshop, Illustrator, Flash, Dream Weaver, Premiere and After Effects.
- **Easy Paint Tool SAI** – Japanese illustration software

### Employment History

SteamCrow Press LLC	July 2009 – Present
<b>Character Modeling</b>	Phoenix, AZ
Allied Media Productions LLC	July 2008 – March 2009
<b>Illustration and 3D Modeling</b>	Phoenix, AZ
Acro Service Corporation for THQ	March 2007 - July 2008
<b>Quality Assurance QA</b>	Phoenix, AZ

### Education

The Art Institute of Phoenix	September 2006
<b>Bachelor of Arts, Game Art and Design</b>	

### Points of Interest

- Taller than a mountain at 6 foot 7 inches tall!
- **IGDA** Member and avid gamer, both old school and new.
- Credited QA on eight Shipped titles including **Viva Pinata : Pocket Paradise**, and **Smackdown vs. RAW 2009**

*Full employment history and references available upon request*