Mary Rugg

Technical Artist

E-Mail Address: maryprugg@gmail.com

Portfolio: maryrugg.com

Phone: 954.240.8460

Skills:

Maya 2012	Maya Fluids	Unreal Development Kit 3
3D Studio Max 2012	C/C++ Programming	SCRUM Development
Mudbox 2012	Apex Cloth	MS Office Suite
Photoshop CS5 /CS6	Torque X	Python

Education:

Florida Atlantic University

Boca Raton, Florida   *August 2014-Present*
- Candidate for BS in Computer Science (Graduate August 2016)

The Guildhall at Southern Methodist University

Plano, Texas   *August 2011 – May 2013*
- Master of Interactive Technology with a Specialization in Art Creation
- Thesis: Loading Mitigation in Open World Fantasy Game Design

University of Central Florida

Orlando, Florida   *August 2005 – May 2010*
- Bachelors of Art in Visual Language
- Worked on an animated short called 'Shadow Play'

Video Game Experience:

Environment Artist   June 2012-December 2012

Odyssey   Team Homer
- Designed, modeled, sculpted and textured assets for the environment
- Worked on Apex Cloth Physics for the main character's skirts and shawl
- Placed meshes around the levels

Prop Artist   January 2012 – May 2012

Taurus   Super Serious Studios
- Rigged and animated moving environment assets
- Modeled a variety of props including the Auxiliary and Central Control Nodes, modular walls, security camera and the Space Ship
- Designed, modeled and textured station exterior assets

Artist   November 2011 – December 2011

Gnomeageddon   Cloud Nine Productions
- Developed the game's look and feel
- Designed and created all assets in the game
- Made sprite sheets for all animating assets/characters