

GARRETT SNEEN • garrettsneen.com

974 Begonia Ave. Costa Mesa CA 92626 • 714.876.7921 • gsneen@gmail.com

OBJECTIVE

A position in art and media work where my creativity would be utilized.

WORK EXPERIENCE

Crazy Pixel Productions, Irvine CA
Intern

July-August 2008

- Worked with the Vicious Engine to begin prototyping gameplay mechanics for an Xbox Live Arcade game.

Cygolite Bicycle Lighting Systems, Santa Ana CA
Commissioned Contract Work

2009 to present

- Developed promotional materials including interactive DVDs.
- Developed 2 flash games for website promotion.
- Made a series of body designs, 2D and 3D, for an upcoming bicycle light.
- Made a series of video ads for the latest products and technologies.
- Designed several magazine ads used in BRAIN bicycle retail magazine and Mountain Bike Action magazine.
- Completed a total redesign of the company website.
- Designed the graphics / visual representation on the packaging for three upcoming products.

EDUCATION

University of California, San Diego

B.A. Interdisciplinary Computing in the arts (ICAM Visual Arts)

2005-2009

- Culture, Art, Technology series
- Studied Java ME programming for mobile phones
- Projects in Video Game Art Criticism
- Worked with colleagues to develop a mobile phone Second Life application

Doshisha University, Kyoto

Japan EAP Abroad Program

2006-2007

- International studies
- Japanese and Linguistics studies

SOFTWARE

Adobe Photoshop
Illustrator
InDesign
Premiere
After Effects
3d Studio Max
Zbrush
Maya
Torque Game Builder
Torque 3d
Vicious Game Engine
Unreal Engine SDK

PROGRAMMING

Java, Javascript, JavaME, TorqueScript, Flash Actionscript 3.0, HTML, CSS

LANGUAGES

English: Native language
Japanese: Intermediate speaking, reading

REFERENCES

Available upon request