

James DeMonaco

Education

Sept. 2008 till Present The Art Institute of California San Francisco

Bachelors of Science / Game Art and Design

Objective

To find a career in the industry and succeed in being a strong part of the team,
as well as improve myself as a 3D artist. Working on game art is my strongest passion and
I strive to work hard and be a great asset on every project I work on.

Accomplishments

- Worked as QA on multiple cross-platform mobile games at PennyPop Games
- Currently working on assets and building levels for a project in UDK
 - Environment, props, vehicles, weapons, particle effects, landscape
- 3D game assets featured in Free Range Games "Free Fall" game title
- Built game assets for unreal mods and unity games
- Finished 2nd place in gamestepper.com's "Weapons of Questionable Practicality"
contest for "Toaster Rifle"
- Actively compete in online 3D forum modeling challenges
- Artwork featured at the Glendale Exchange
- Produced CG Compositing for an architectural company in Los Angeles
- I have tutored Photoshop and Illustrator both privately and publically
for over three years.
- I have scripted my own tools for Maya using Python and Mel, and have
released some of these tools for download and purchase online.

Skills

