



Gary Storkamp

Digital Artist
2D | 3D | Conceptual

320.761.9963

gary.storkamp@gmail.com

GaryDraws.com

SOFTWARE SKILLS

- 3ds Max
- ZBrush
- Maya
- Flash
- xNormal
- Photoshop
- Painter
- Premiere Pro

Game Development Tools

- Unreal Development Kit
- Unreal Editor 3 - Unreal Tournament III
- Serious Editor 3 - Serious Sam 3

PROFILE

- Proficient 3D modeling and texturing skills in both high and low polygon standards
- Experienced in game engine software, development tools, and various content pipelines for real-time assets
- Advanced conceptual and artistic abilities
- Able to learn new technology and skills quickly and efficiently
- Experienced in customer service and application training

PROFESSIONAL EXPERIENCE

Freelance 3D Artist, St. Paul, MN

July 2012 - Present

- Provide character models of varying resolutions and requirements on a per-client basis
- 3D Consultant at the Johnson Center for Simulation (listed below)

Gambro, Brooklyn Park, MN

April 2012 - October 2012

Contract Artist

- Created high-resolution, photo-realistic 3D art assets for medical equipment
- Contributed to GUI design
- Designed user experience

Johnson Center for Simulation, Pine City, MN

April 2007 - July 2012

Senior Digital Artist | Lead Designer

- Contributed 2D and 3D art assets for 8 training games with clients including: *U.S. Department of Defense, Benedictine Health System, Iowa Waste Reduction Center, Army National Guard, and State of Minnesota*
- Art Lead for 3 Adobe Flash games
- Designed and created art for 2 iOS games: *Touch Tone Hero* and *uMow*
- Co-developed the real-time art pipeline for future employee use
- Contributed to various additional areas including: LUA scripting, C# programming, and playtesting

EDUCATION

The Art Institutes International Minnesota, Minneapolis, MN

September 2006

Bachelor of Science degree in Media Arts & Animation

- G.P.A. 3.7 - Dean's and President's List every quarter enrolled
- Graduate with Honors

Autodesk Maya Certified in "Learning Maya Transitions"

REFERENCES

Available upon request