

Richard Amidon
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EXPERIENCE

June 29th 2008 – October 25th 2013 N-Space <http://n-space.com/n-space.com/n-Space.html>

(Environment Artist/World Builder/Gun, prop Modeler)

- Created 3d environments including an assortment of props along with creating UV textures
- Software used: 3ds Max, Maya, Unity, Flash, Photoshop

Shipped Titles:

- **Gunstruction (Web based using Unity)**
- **Skylanders: Swap Force (3DS)**
- **Skylanders: Spyros Adventure (3DS – Japanese version)**
- **Shinjuku (Facebook Flash based - UNRELEASED)**
- **Jillian Micheals Fitness (Xbox 360 Kinect – UNRELEASED)**
- **Skylanders (IOS using Unity– UNRELEASED)**
- **Call of Duty: Modern Warfare 3: Defiance (DS)**
- **Call of Duty: Black Ops (DS)**
- **Call of Duty Modern Warfare 2: Mobilized (DS)**
- **Hannah Montana: The Movie Game (DS)**

January 2002 - June 2008 News 14 Carolina: Raleigh, NC

(Graphic Designer)

- Created 3d animations using Lightwave 3d.
- Created graphical designs using Adobe Illustrator and Photoshop
- Proficient in Photoshop, Illustrator, Premiere, After Effects and Lightwave3d.
- Worked in a team setting meeting deadlines for graphic assignments.

SOFTWARE

3dStudioMax , Lightwave3d, Maya, Modo, Zbrush, Photoshop, After Effects, Premiere, Illustrator, Flash, Dreamweaver, Unreal, Unity.

ACCOMPLISHMENTS/HOBBIES

- Received the Team Player of the Month award and Team Player of the Quarter award while working at News 14 Carolina
- Participated in the job shadowing program while working at N-space where I spent the day showing a middle school student what it's like to work in the video game industry.
- Play electric guitar also I am a Deputy Black Belt in Taekwondo Martial Arts