



WEB: www.prestonfarrillustration.com

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SOFTWARE PROFICIENCIES

- Photoshop CS5
- Illustrator CS5
- Flash CS5
- After Effects CS5
- Blender 3D
- Maya/3DS Max/Mudbox
- Dreamweaver CS5
- XHTML/CSS/XML

EXPERIENCE

Lead Artist | Gremlin Games

April 2011 - Present Day

- Built and maintained the design portion of the company website.
- Modeled/Rigged/UV Mapped models used in RimSpace and RimBlade.
- Assisted in level design and created the assets used in game.
- Worked closely with programmers to develop engaging visual effects and gaming mechanics.

Freelance Graphic Artist | Preston Farr Illustration

January 2005 - Present Day

- Continually maintained a self-motivated demeanor to ensure all deadlines were met.
- Collaborated as a team on some projects in order to complete larger scale projects for clients within the prescribed deadline parameters.
- Lead visual development team in creating high quality assets for the game GUI, Items, Maps, and Characters for the game Tactics of War.
- Maintained a high level of morale and optimism to achieve the optimum team synergy for projects requiring collaboration, including Tactics of War, Robin Hood 2010, RimSpace, etc.

Technology Support Specialist | BYU-Idaho

February 2007 - April 2011

- Supported and vigilantly cared for the software and hardware needs for over 1000 faculty computers, PDAs, and other mobile devices.
- Maintained the inventory for both my area, and the entire campus.
- Trained and supervised other employees.

EDUCATION

Bachelor of Fine Arts, Illustration

Graduated: July 2011

Brigham Young University – Idaho
Rexburg, ID

References are available upon request. (They can also be found on my LinkedIn profile.)

