

Nelson Mendez
Level Artist/Level Designer
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OBJECTIVE

Create high quality and stunning looking levels.

“They come for the looks and stay for the gameplay.”

GamersFirst, Irvine, CA July 2008 – Present

“Hailan Rising, APB:R and War Rock ”

Senior Level Designer/Level Artist

My duties are: design levels, model, texture, place assets, terrain sculpting, scripting, lighting, post processing and create concept art.

Isopod labs, Santa Monica, CA August 2007- March 2008

"Vigilante 8: Arcade"

Level Designer/Level Artist

My responsibilities were: modified levels for better gameplay flow, place assets, create models, textures and debug levels.

Game Wizards, Santa Monica, CA April 2007 – January 2008

”DETOX”

Lead Level Designer

My responsibilities were: to design levels ensure performance optimization, help manage ten environmental artists, demonstrate next-gen techniques for creating shaders and scripting encounters.

EDUCATION

The Art Institute of California-Los Angeles, CA

Bachelor of Science Degree, Game Art & Design January 2004 - June 2008

Cerritos college- Norwalk, CA

Art & Design Program

January 2003 - December 2003

SOFTWARE

-3ds Max

-Illustrator

-Crazy Bump

-Maya

-Unity 3D

-Unreal Editor 4.0

-Photoshop

-MudBox

-Battlefield Editor

-Painter

-ZBrush

-Source Editor

SKILLS

-Able to Adapt and learn new technologies quickly.

-Drawing and painting/Traditional art skills

-Strong understanding of Level Design

-Work and communicate well in small and large team environment