

## C. Alan Payne, Character Modeler

[calanpayne@hotmail.com](mailto:calanpayne@hotmail.com)

954-557-3092

[www.calanpayne.com](http://www.calanpayne.com)

Weston, Florida

### Professional Profile

I am a character modeler seeking full time employment at a creative and goal-oriented game company. I am a graduate of the Savannah College of Art and Design (SCAD), and I have worked as a character and environment modeler at Stratogon Games in Plantation, Florida. I also worked on several high-profile projects at SCAD, including the Award-Winning indie MMORPG "Avatars of the Arena," and the survival horror Unreal 3 modification, "Project Encounter." I specialize in producing extremely detailed models with a low poly budget. My portfolio can be found at [www.calanpayne.com](http://www.calanpayne.com).

In addition to 3D modeling, I have a great deal of experience in rigging models, building concept art, and laying out environments to provide a strong single player and multiplayer experience. SCAD ensures that one learns a wide pallet of skills, and so I have also worked as animator, video editor, and game designer, creating both electronic and tabletop games, including the Flash-based arcade game "Atomic," among other projects. I have experience in coding, and have written design docs and production schedules. I am strongly motivated, and have a positive mental attitude.

▪ Worked extensively with 3Ds Max, Maya, ZBrush, and Photoshop	▪ Experience with Actionscript and C++ programming languages
▪ Proficient in modeling, sculpting, and texturing	▪ Experience with Adobe Illustrator and Corel Painter
▪ Experience with Adobe Flash, After Effects, and Premier	▪ Excellent oral and written skills
▪ Experience with the Unreal 3 engine	▪ Fluent in English and Spanish

### Education

**Bachelor of Fine Arts, Interactive Development and Game Design** - Savannah College of Art and Design, Savannah, GA, 2008

### Industry Experience

- **Character/ Environment Artist, 2008 – Stratogon Games (Plantation, Florida)**
  - Worked as a character modeler at Stratogon Games. Focused on two as-of-yet unannounced games for the Xbox 360 and PS3 consoles. Modeled characters, vehicles, and environments utilizing 3ds Max, Photoshop, and XNA.
- **Freelance 3D Modeling, 2008- 2012 - (Weston, Florida)**
  - Provided character and environment modeling services to several different clients, supplying models to meet exacting specifications.
- **Game Advisor, 2011 – GameStop (Sunrise, Florida)**
  - Engaged in all facets of retail store operations. Built customer relationships by providing friendly, open and enthusiastic customer service, in person and on the phone. Answered questions and assisted with product selection, purchases, and returns. Managed cash, demonstrated initiative, and provided ad hoc administrative support.

### Chronological Work Experience

- **Freelance 3D Modeling, 2008- 2012 - (Weston, Florida)**
- **Food Services Support, 2012 – Jimmy Johns (Davie, Florida)**
- **Game Advisor, 2011 – GameStop (Sunrise, Florida)**
- **Food Services Support, 2010 – DelVecchio's Restaurant (Weston, Florida)**
- **Sales Representative, 2009 – Domino's Pizza (Savanna, Georgia)**
- **Character/ Environment Artist, 2008 – Stratogon Games (Plantation, Florida)**
- **Deli Associate, 2007 – Publix (Weston, Florida)**
- **Marine Repair and Maintenance, 2004 – San Juan Towing and Marine Works (San Juan, Puerto Rico)**

### Awards

- 'Best in Show' for 'Project Encounter,' in a SCAD game design competition judged by a board of developers in the industry today (2008).
- 'Runner-Up' for 'Avatars of the Arena' in MultiMedia's "Game Dev '07" Contest.

