

Anthony Clausen

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Skills		Software
<ul style="list-style-type: none"> Agile Production Communication Creativity Critical Thinking Multitasking 	<ul style="list-style-type: none"> Project Planning Quick Learning Self-driven Team Coordination Time Management 	<ul style="list-style-type: none"> 3D modeling 2D texturing 3D sculpting Lighting Design
<ul style="list-style-type: none"> 3DS Max Photoshop 	<ul style="list-style-type: none"> 3DS Max Photoshop Mudbox Maya UDK 	
Artwork		
Vertex Paint Alley	Master's Thesis Project	
3DS Max UDK Photoshop	<ul style="list-style-type: none"> Created multiple modular building facades and props Created advanced vertex color material for asset variation Used vertex tool in UDK to make multiple scenes from same assets 	
Spyro Plinth	Hi-fidelity Environment Asset	
3DS Max / Mudbox UDK Photoshop	<ul style="list-style-type: none"> Worked from a single 2D concept Focused on producing a high-poly sculpt for an in-game asset Tightly scheduled, from concept to game-ready 	
Prison Corridor	Atmospheric Environment	
3DS Max UDK Photoshop	<ul style="list-style-type: none"> Used simple assets with advance lighting techniques Focused on invoking an atmosphere of tension / fear Used lighting functions and scene composition in UDK to achieve goal 	
Team Project		
Hymn of the Sands	Environment Artist	
3 rd Person Action 3DS Max / Photoshop UDK (Team of 14)	<ul style="list-style-type: none"> Created over 200 unique meshes with 200+ unique materials Responsible for majority of environment assets Worked directly with level designers on style and design of each area Managed a coherent artistic style with multiple artists 	
Work Experience		
Missouri State University Springfield, MO	Conference Assistant	May 2011 – August 2011
	<ul style="list-style-type: none"> Involved in all phases of conference programs including general program preparation and attending to specific conference needs Presented a good image of MSU by means of a tidy appearance, a helpful disposition, a positive attitude, and responsive action 	
Missouri State University Springfield, MO	Animation Lab Technician	August 2010 – May 2011
	<ul style="list-style-type: none"> Assisted Students with 3D modeling issues / questions Printed professional projects for graphic design students Maintained and responsible for animation lab equipment 	
Education		
Guildhall at SMU Plano, TX	Master of Interactive Technology	August 2012 – May 2014
	Specialization in Asset Creation	
Missouri State University Springfield, MO	Bachelor of Science in Electronic Arts	August 2008 – May 2012
	Specialization in Animation	