

Elliot Landreth

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OBJECTIVE

- To continue building my career and developing my skills in digital art & design

EDUCATION

The Art Institute of California, Santa Ana, CA

December 2009

- B.S., Game Art and Design

University of New Mexico, Albuquerque, NM

March 2003

- B.S., Psychology w/ minor in Computer Science

RELEVANT COURSEWORK

- | | | |
|-----------------------------|---------------------------|-------------------------------|
| ▪ Graphic Design | ▪ Adv. Image Manipulation | ▪ UI Design & Prototyping |
| ▪ Hard Surface Modeling | ▪ Game Asset Development | ▪ Architecture & Environments |
| ▪ Organic Modeling | ▪ Modeling for Games | ▪ Color Theory |
| ▪ Designing 3D Environments | ▪ Mapping for Games | ▪ Foundations of Typography |

COMPUTER SKILLS

- | | | |
|-------------|---------------|---------------|
| ▪ 3DS Max | ▪ InDesign | ▪ Illustrator |
| ▪ Photoshop | ▪ Dreamweaver | ▪ Flash |
| ▪ ZBrush | ▪ Maya | ▪ SPSS |
| ▪ Perforce | ▪ Headus | ▪ SketchUp |
| ▪ Painter | ▪ Aperture | |

PROFESSIONAL EXPERIENCE

SuperVillain Studios, Irvine, CA

April 2010 – August 2011

Technical Artist / 3d Generalist (Contract)

Tron: Evolution (PSP); ***Tron: Legacy HD*** (iPhone); ***Order Up!*** (3ds)

- Worked as 1 of 2 artists on Tron:Legacy project from beginning to completion; lead 3ds artist on Order Up!
- Lead optimization as well as creation of new assets and design element for new versions
- Researched and implemented solutions to overcome technical limitations of lower end devices
- UI prototyping, design, and implementation.
- Worked with a variety of disciplines (Clients, Producers, Designers, Programmers, and other Artists) to achieve a common vision and ship a product while adhering to a strict milestone schedule.
- Listened to and implemented solutions regarding to feedback based upon Client wishes, focus marketing, and testers.

Sacrosanct Systems, LLC, Albuquerque, NM

March 2004 – Dec 2009

Co-Founder

- Provided market analysis for the company for use with meetings with interested investment groups
- Researched existing technologies, analog and digital prototyping towards development of new software
- Created mock ups of product for use in presentations to explain features, functions, and accessibility to end users.
- Supported programming during brainstorming, development and testing.
- Designed and completed product test plans on beta versions of the product

The Mind Institute, Albuquerque, NM

April 2005 – Sept 2006

R&D Associate

- Developed computer programs, 3D/2D animations, and still pictures which are currently being used as stimuli in government funded psychology experiments
- Ran IRB approved experiments involving test subjects using the 1.5-Tesla and 4-Tesla MRI scanners
- Operated the MEG and EEG arrays as well as provided day to day maintenance
- Conducted clinical setting interviews of the patients and controls
- Performed statistical analysis of data using research industries staple software package, SPSS