

# BRADFORD EXAMPLE

**Programmer / 3d Artist / Illustrator**

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

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## SUMMARY

Highly motivated individual seeking **entry-level programming/ testing** position that will enable me to display my creativity and perfect my skills within the gaming industry.

## SKILLS & ABILITIES

### Software

- Java & Maya
- QuarkXPress
- Photoshop
- Final Cut Pro
- Coding & Programming

### CG Abilities

- Rendering & Texturing
- Modeling
- Shading & Shading
- Animation

### Other

- HTML
- Web Design
- Concept Development
- Drawing & Story Boards
- Layouts

## INDUSTRY EXPERIENCE

**Threshold Entertainment**, Los Angeles, CA                      2007 - Present  
**Assistant Game Tester** – “MLB 2006” (PS2)

- Test games for quality assurance utilizing problem solving and creative thinking,
- Regularly play video games for PC, Xbox and PlayStation 2
- Write bug reports and enter them into database.
- Retest bugs in subsequent software revisions.

**Magnificent Gaming**, Santa Monica, CA                      2006 – 2007  
**Computer Services Technician Intern** – “Demon” Game Pilot

- Assisted Lead Computer Services Technician with digital camera and Anycast operator for motion capture and recording sessions.
- Assisted with network and pipeline maintenance.
- Assisted with hardware and software ordering and inventory.
- Worked alongside artist during major titles including “SOCOM Navy Seals: Fireteam Bravo 2” (PSP).

## EDUCATION

DeVry University – Pomona, CA  
Bachelor of Science Degree

Graduated: 2008  
Emphasis: **Game & Simulation Programming**

Institute of Design – Culver City, CA  
Associate of Science

Graduated: 2007  
Emphasis: **Animation Art and Design**