Daniel Siebert
3D Artist

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Objective
To obtain a position as a 3D artist that collaborates with a talented team to create the best video games in the industry.

Skills	Software	Credited Games
Environment and prop modeling	Autodesk Maya	One Epic Knight
Character modeling	Autodesk 3ds Max	Tiny Heroes
Texture creation	Adobe Photoshop	Stodgy Gents
UV mapping	Zbrush	JuJu Frogs
Drawing	CrazyBump	Unannounced Title
Organization and communication skills	Microsoft Office Suite	
Problem solving and efficiency		

Experience
Happy Badger Studio: 10/10-present
Co-founder and Artist
• Develop game ideas with coworkers for the iPhone
• Create art assets for mobile games
• Create art and textures for 3D assets

Simutronics Corporation: 07/2011-8/12
Art Intern
• Created concept art and 3D assets for video games
QA Intern
• Identified defects by paying close attention to quality, entertainment, visual appeal, sound, environment, challenge level and overall functionality
• Participated in testing that contributed to game balancing
• Track bugs and log testing data

iClips Network: 09/2007-07/2011
3D Artist
• Worked closely with a small team to create virtual environments and iPhone games
• Created assets from concept art and photograph reference
• UV mapped and created textures for various props
• Modeled characters, vehicles and props for iPhone games
• Optimized asset files

Education
Webster University: 2004-2006
Graduated with a Bachelor degree in animation

Jefferson College: 2002-2004
Graduated with an Associate of Arts degree