

Tony Yruegas

(412) 398-7965

ayruegas@gmail.com / tonyyruegas.com

11307 Martha st. North Hollywood, CA 91601

Professional Objective:

To be part of a development team that will utilize my skills and is passionate about making high quality games.

Education:

Art institute of Pittsburgh, Pittsburgh PA

Bachelor of Science Degree in Media Arts and Animation, Graduated -June 2008

GPA-3.5 Cumulative

Course Related Studies:

-3D Modeling

-Unwrapping/Texturing

-Lighting

-Digital Compositing

-2D/3D Animation

-Storyboarding

-Character Rigging

-Digital Sound Editing

-Conceptual Art

-Video Editing

-Illustration

-Inking

Computer Skills:

-Autodesk 3D Studio Max

-Autodesk Maya

-Adobe Photoshop

-Adobe After Effects

-Adobe Premiere

- Adobe Illustrator

-Macromedia Flash

-Pixologic Zbrush

-Microsoft Word

-Microsoft PowerPoint

-Cubase

-Protools

Professional Work:

Sept 2009-Present

'HIGH IMPACT GAMES'

Character Artist-Model, unwrap, texture, rig game characters for an upcoming Disney Wii Title. Also designed and created UI/HUD for the game.

Oct 2008- June 2009

'BIONIC GAMES'

Character Artist- Model, unwrap, texture game characters for 'SPYBORGS' an upcoming Wii title. Also did some concepting, rigging, and various other tasks for the game.

July 2008- Oct 2008

'SMERC Design Inc. '

Created 2d artwork for an online flash games, while working with programmers and a producer.

June – Aug 2008

'NHSGA' National High school Gaming Academy

Entertainment Technology Center

Teaching high school students Photoshop and 3ds Max fundamentals. While working with a staff to make a 3D game in the free Panda engine.

Apr 2008

'DR. ALLEVABLE'

Client: Regenerative Medicine Partnership in Education

3D Character animations for a kiosk in the Carnegie Science center as a part of the Regenerative Medicine Partnership.

Mar-Apr 2008

'INDEPENDENCE SEAPORT MUSEUM'

Client: Philadelphia Seaport Museum

3D Modeling and animation for a five screen multimedia experience that shows the evolution of the port of Philadelphia.

Internships:

Mar 2008- Present

'ENTERTAINMENT TECHNOLOGY CENTER' Carnegie Mellon University

Worked in the design studio, where I collaborated with a team to produce pieces for Carnegie Mellon University, and various other clients.

Nov 2007 - Mar 2008

'EGENESIS'

Conceptualized, modeled, unwrapped, textured 3D assets for the MMORPG "Tale in the Desert".