

# Tony Yruegas

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## Objective

To be part of a talented development team that is passionate about making high quality games.

## Skills

- High-res/low-res modeling
- UV unwrap/Texture creation
- Character Rigging

## Software

- Autodesk Maya
- Autodesk 3ds Max
- Pixologic Zbrush
- Adobe Photoshop
- xNormal

## Experience

**High Impact Games** Burbank, CA *Sept 2009-Present*

Character Artist

- Responsible for concepting, modeling, unwrapping, texturing, and rigging: characters creatures and props.
- Designed and implemented UI/HUD on ***Phineas and Ferb Across the 2<sup>nd</sup> Dimension.***

### Titles

***Phineas and Ferb Across the 2<sup>nd</sup> Dimension*** (Wii/PS3)

***DreamWorks Super Star Karts*** (Wii/Xbox 360/PS3/3DS)

***Unannounced Title*** (Wii/Xbox 360/PC/3DS)

**Bionic Games** North Hollywood, CA *Oct 2008- June 2009*

Character Artist

- Responsible for concepting, modeling, unwrapping, texturing, and rigging: characters creatures and props.

### Title

***Spyborgs*** (Wii)

## Education

**Art institute of Pittsburgh**, Pittsburgh, PA

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

GPA-3.6 Cumulative