

Kevin Proulx

Level Designer

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Objective: To fully utilize my skills as a Level Designer in a setting that will allow for team collaboration. To create work of the highest quality that exhibits both strong technical and aesthetic value. To gain any other experience which will support my personal growth as an artist.

Education: 2005-2009: **Savannah College of Art and Design**, Savannah GA.

Bachelor of Fine Arts, Interactive Game Design and Development

Minor in Visual Effects

GPA 3.7, Consistent Honors /Dean's list

Professional Skills: BSP level block-out and detail geometry, level and gameflow planning, 2D concept and sketching for layout, lighting, mesh optimization, basic MEL scripting, high and low poly modeling for environments, photo and hand-painted texture creation, UV mapping, creation of normal, specular, occlusion, and bump maps, particle effects, basic rigging and keyframe animation, game design

Software (*most recent version, unless stated*)

Editors: UnrealEd, Genie engine (Age of Empires Level Editor), RPG Maker VX

Art: Maya, Photoshop, Illustrator, After Effects, CrazyBump,

Familiar With: 3dsMax, Dreamweaver, Flash, MEL Script, C++

Related Experience:

Freelance Environment Design/ Texture Artist *March - June 2009*

Designed, modeled and textured environments and assets, as well as textured characters for "Nightlife", a sex education game created in Microsoft XNA, as a project commissioned by the National Institute of Health.

Project "Overrun" *Jan - March 2009*

Designed, modeled and textured an environment /assets, and brought them into the Unreal Engine as part of a third-person shooter mod based in a sci-fi setting.

Entrant in the "Irish American Arts Award" XNA Contest *Jan.- March 2008*

Worked in a two-man team to create models and textures for a fairground environment which was then brought into Microsoft XNA Studio for the purpose of being exhibited on the Xbox 360.

Project "Epic Island" *March - May 2007*

Collaborated on a game environment that was realized within the UT2004 engine. Responsibilities included the majority of all texturing as well as creating some asset models and bringing them into the engine.

Board Games *2006 - 2008*

Worked in groups to create "Age of Discovery", "Roma", and "Race to the White House", board games taken from concept to production. Responsibilities in each included creating the majority of art and graphics content, as well as contributing to design and gameplay mechanics.

Honors /Awards /Activities:

2008-2009: Vice President of the Electronic Consumers Association: Savannah Chapter.

First place in the "Irish American Arts Award" XNA competition.

"Mix 09" Attendee, a conference for web developers hosted by Microsoft in Las Vegas, Nevada.