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EXPERIENCE

CGCOOKIE INC

2011-2012

I started working for CGCookie Inc. at the beginning of 2011 on a freelance basis. I have since produced a number of video tutorials for their websites www.blendercookie.com and www.unitycookie.com, teaching various aspects of the 3D package *Blender* and game engine *Unity* respectively. Most of my tutorials have focused on scripting, though I've also touched on subjects such as particle systems and armatures.

I was also involved as the lead developer on the company's first iOS game, *Eat Sheep*, taking care of player controls and interaction, AI and in-app purchases amongst others.

EDUCATION

NHL University of Applied Sciences

2009 - 2012

Bachelor course in Communication & Multimedia Design

3 out of 4 years completed; not graduated.

SKILLS

Over the years I've acquired a wide range of skills, providing me with at least a basic level of understanding for most disciplines needed in the production of multimedia productions.

I am familiar with and proficient in a variety of programming languages, as well as most aspects of 3D production, including modeling, UV-unwrapping, texturing, rigging, skinning, animating and rendering.

Programming languages (in order of experience): C#, Python, Java, JavaScript, PHP, ActionScript 3.0, Objective-C, C++

Database systems: MySQL

UI frameworks: Kivy

Game engines: Unity (Mac/ PC and iOS)

2D art programs: Flash, Photoshop, Pixelmator, GIMP

3D art programs: Blender, Maya

REFERENCES

Wes Burke

Owner of CGCookie Inc.

Tel.: 630-246-4409

www.wesburke.com