

Mandy Draeger

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Objective

To become a character artist for video games. (Design, Model, and Texture Art included.)

Technical Qualifications

Software:
Alias Maya (6.5-8.5)
Adobe Photoshop (6-CS3)
Adobe After Effects (6.5, 7)
Adobe Illustrator (CS-CS3)
Adobe ImageReady (7-CS3)
Alias Motion Builder 6
Unfold 3D Magic 4
Maxon BodyPaint 3D

Macromedia Flash (MX-8)
Macromedia Dreamweaver (MX-8)
Final Cut Pro
Unreal Editor 2004
Microsoft Office

Operating Systems:
Mac OS X
Windows XP

Skills

Fine arts (drawing, painting, sculpting)
Digital Painting
Concept development
Character development
Modeling (Maya)

Texturing (Maya)
Lighting (Maya)
Animation (Maya)
Motion capture clean-up (Motion Builder)

Experience

The Day My Soul Became a Star (animated short), Rex Rey Films [February – August 2007]
Lead Character Designer. Also did animatic work, texturing, modeling, and some animation for this project. This film is up for Oscar® consideration for the 2007 Academy Awards.

Motion Capture, Ex'pression College [November-December 2006]
Captured motion using the Vicon system, cleaned up and applied capture data to my own 3D model using Alias Motion Builder and Maya.

Unreal Tournament 2004 Level (group project), Ex'pression College [April-May 2006]
Environment and level element concept art and environment texturing.

Tilt At Windmills (short film/group project), Ex'pression College [March-April 2005]
Storyboarded, co-wrote, shot, directed, edited, and did post-production sound work (including foley, editing, and ADR.) with a group of 5 other students.

Employment

Sega of America and PsiNapse, San Francisco, CA [Nov 12th 2007-current]
Quality Assurance. (Game Tester, PD Tester)

NorthStar Studios, Santa Clara, CA [Sept. 16th-Oct. 4th 2007]
Texture Artist intern on "The Sustainers". Unfortunately this game was cancelled.

John Crompton and Sony, Foster City, CA [July 19-21st and 25th 2007]
Video game play-testing (focus groups) on upcoming PS3 release and an upcoming PSP release.

Erik Elving, Hillsborough, CA [2006-current]
Character concept art and design for various species of playable creatures, mounts, and opposing monsters for MMORPG style game.

Solokai, Inc., Bay Point, CA [2006]
Texture and lighting on a house set in an animated short made for an advertisement concept for a future product of Intel. Solokai was contracted by Intel.

Self-Employed Character Designer/Artist, CA [2003-2007]
Character design artwork and artwork made of pre-existing characters done for various clients around the world on a by commission basis.

Education

Ex'pression College of Digital Art, Emeryville, CA [Aug. 2004-June. 2007]
Bachelor of Applied Science – Animation and Visual Effects, Graduated as Salutatorian