

Mandy Draeger

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Objective

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

Technical Qualifications

Software:
Autodesk Maya
3D Studio Max
Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Alias Motion Builder

Final Cut Pro
Microsoft Office
Perforce

Operating Systems:
Mac OS X
Windows XP

Skills

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

Texturing (Maya/Photoshop)
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 was made for the Make A Wish Foundation.

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

Freelance Artist for EndBossGames LLC., San Francisco, CA [Aug. 8th 2011-Current]
Textured characters and objects, created artwork for UI, created promotional artwork, created App Icon, and the logo for "Chicken Rescue" on iOS. Created concept art for characters, modeled and textured characters, and model clean-up on various other projects. (Artist.)

Perfect World Entertainment Inc. through Nelson Staffing, Foster City, CA [Feb. 7th 2011-Current]
Quality Assurance and Localization on "Forsaken World" and "Rusty Hearts". (QA Tester.)

Crystal Dynamics through Nelson Staffing, Redwood City, CA [Apr. 21st 2009-Oct. 29th 2010]
Quality Assurance on "Lara Croft and the Guardian of Light" for Eidos/Square Enix Europe and Crystal Dynamics. (Quality Assurance Technician.)

Crystal Dynamics, Redwood City, CA [Apr. 10th 2008-Jan. 15th 2010]
Digital asset management, modeling, texturing, QA Tech and other Maya/3D Studio Max work on "Lara Croft and the Guardian of Light" for Eidos/Square Enix Europe and Crystal Dynamics. PS3 Assistant Lead on "Tomb Raider: Underworld", QA Tech on "Tomb Raider Underworld" (360/Wii/PS2/DS), Assistant Lead on "Beneath The Ashes" (360 DLC for TR:U), QA Tech on "Lara's Shadow" (360 DLC for TR:U), QA Tech on "Batman: Arkham Asylum" (360) for Eidos. (Digital Asset Management Support/Artist/Quality Assurance Technician)

Sega of America through PsiNapse, San Francisco, CA [Nov. 12th 2007-Apr. 8th 2008]
Quality Assurance on "Condemned 2: Bloodshot" (360/PS3), "Sonic Chronicles: The Dark Brotherhood" (DS), and "Pictoimage" (DS). (Game Tester, PD Tester)

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

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

Freelance Character Designer/Artist, CA

[2003-2012]

Character design artwork done for various clients around the world on a by commission basis.

Education

Ex'pression College of Digital Art, Emeryville, CA

[Aug. 2004-Jun. 2007]

Bachelor of Applied Science – Animation and Visual Effects, Graduated as Salutatorian